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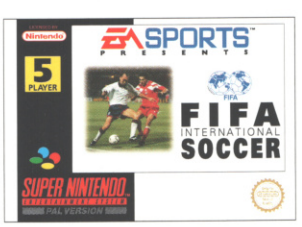

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COVER STORY

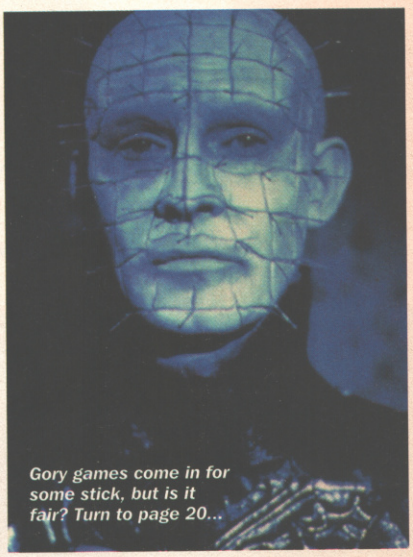
16 HARVESTER

CVG goes Stateside to bring you the exclusive story on what could well be the goriest video game ever seen – Merit Software's Harvester. Check out the title that makes Mortal Kombat look like an old woman!

SPECIAL FEATURES

20 ULTRAVIOLENCE!

Just what is the extent of gratuitous violence in videogaming? Is it really as damaging as they say? And what are the most gory games of all time? CVG gives you the answers, guts and all.



Gory games come in for some stick, but is it fair? Turn to page 20...

42 DON'T PLAY THAT... PLAY THIS!

You can please some of the gamers some of the time, but you can't please all of the gamers all of the time. Why is it that you can't play all kinds of videogame on one particular system? CVG gets the views from the industry.

▲ ***How we used to play – games from bygone days are looked at on page 122.***

122 BACK TO THE PAST

There's a wave of nostalgia running through the games business, but are the hits of yesteryear really as good as we remember them? We track down the biggest collection of old games in existence and put them to the test.

WIN!

54 WIN WITH FROSTIES – THEY'RE GRRRREAT!

We've teamed up with Kellogg's, makers of that fine sugar-coated corn cereal we know as Frosties, to give away Mega Drives, Kellogg's goodies and Sega's brilliant new Lock On laser gun systems!

120 GRAB GOODIES GALORE!

CVG's got games desks and Animania prizes to dish out to lucky winners – one of which could be you!

JULY 1994
ISSUE 152

COMPUTER VIDEO GAMES

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COVER: Computer graphic image from Merit Software's forthcoming 'HARVESTER'

● 25 MILLION READERS SINCE 1982...

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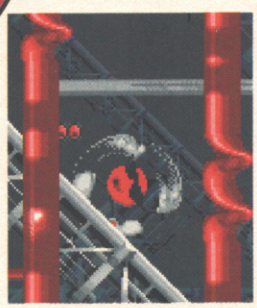

▲ *Spot's cool on PC too! Spin over to page 66...*

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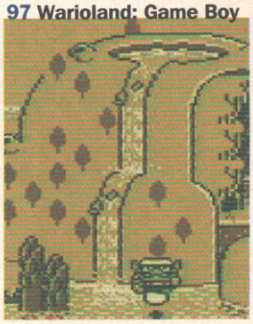

▲ *Warlo gets up to his nasty old tricks on page 97!*

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This month, it's simulations to get the unique CVG Group Test treatment. We take the best, and a few of the rest, and compare and contrast across the formats. What will come out top?

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Super Streetfighter II on SNES and Mega Drive! Go to page 10 NOW! ▶

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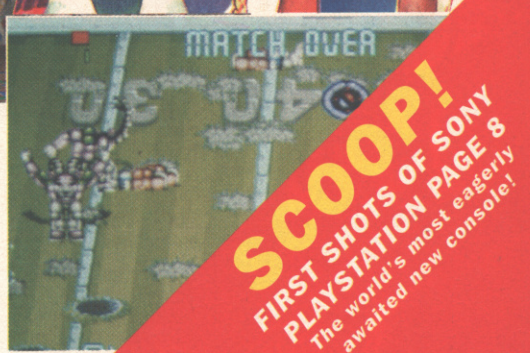
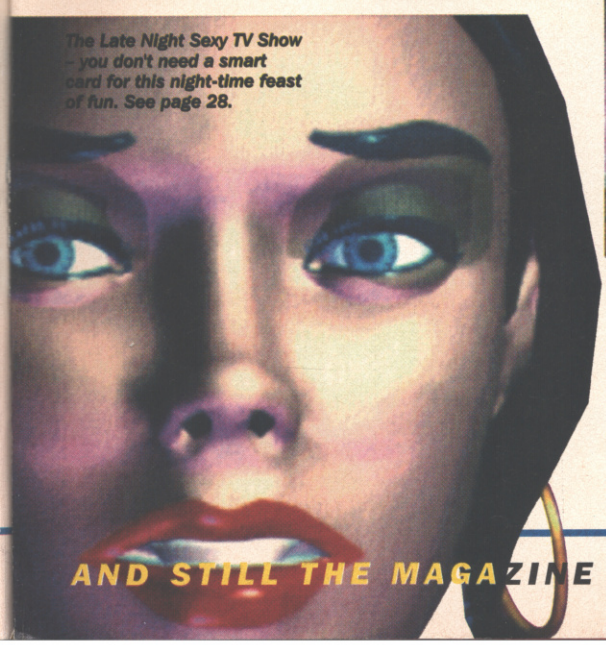
Guts galore and a whole lot more in Harvester. Turn to page 16 now! ▼





The Late Night Sexy TV Show – you don't need a smart card for this night-time feast of fun. See page 28.

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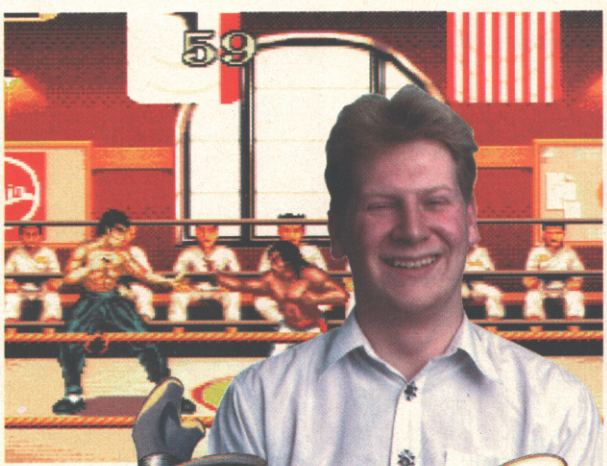
SCOOP! FIRST SHOTS OF SONY PLAYSTATION PAGE 8
The world's most eagerly awaited new console!

THE RATINGS GAME

So much has been made about violence in computer and video games recently that ELSPA has introduced a classification system in order to satisfy the so-called moral guardians of this world; in fact, the system is up and running in stores around the country as we speak, with Nintendo last month announcing that it too is backing the initiative. So what's all the fuss about?

The powers that be are picking on games after picking on "video nasties" – but there's a whole world of difference between the two. A movie is dramatic, 'real-life' and very graphic. That's the reason why films are classified. Games, on the other hand, are, in relation, laden with cartoon-like graphics (when put up against films), and they're totally unrealistic (since when did you last saunter down the High Street, only to see someone chop anybody in two using a hat?). So why on earth are they subjected to very similar ratings to movies?

Yes, with the advent of full-motion video there has to be some sort of system in place so that very young kids cannot get hold of some of the iffier stuff that's bound to come along. But for God's sake, most commercially available video games are no more violent than they were seven years ago! Enjoy the rest of the mag, and happy gaming.



RAND

▲ *Likely to be a severed head and shoulders above MK and Doom in the blood and gore department is Harvester – page 16.*

Dragon the multiformat review treatment on pages 90-93, as we review the SNES, Game Boy and Mega Drive versions. ▼

OUR REVIEWS POLICY

Here at CVG we're totally independent of any hardware manufacturer, so we'll let you know whether a game is available on other formats, whether there are better examples of the game on that system, and most importantly whether it's any good. Unlike other magazines which base their scores on the views of one person, our ratings are arrived at after lengthy discussion between the CVG team about each title's good or bad points, with the overall score being a separate mark based on the quality of the game – NOT an average of the other marks. For the sake of those who want to refer to back issues, if we recommend an alternative game we'll keep its original score, but obviously times change and what may have been a great game a couple of years ago, now may be a bit passe. However in the past five years alone we've reviewed around 1,000 games, so you can be sure that our recommendations come with an accumulated wealth of gameplaying experience.

If a game scores more than 90% we'll award it a sought-after CVG HIT!.

WORLD BEATER

PC
- Doom
- Transcend/£37.50

This may be...etc
- ISSUE 148: 93%

Whenever you see one of these we'll be referring to the best game of its type, irrespective of which games machine it's on.

You won't be seeing many of these – only games scoring 95% or over will be granted this accolade.

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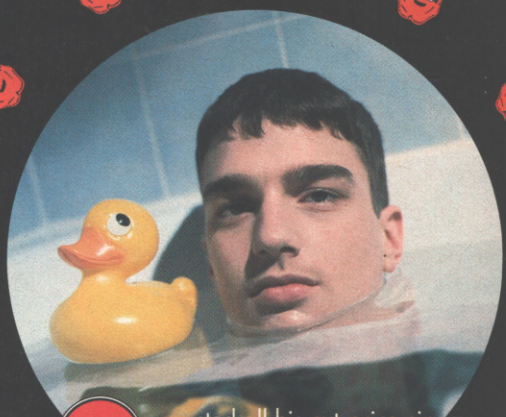
GREED, CORRUPTION & THE MIDLAND LIVECASH DEAL

Sue 14

got one of our free Megadrive systems – then charged her kid brother a whopping £3 an hour to use it.



Steve 17

wasted all his cut-price cinema tickets in blundering attempts to impress his sister's friends.

Carl 11

took full advantage of our half-price Sega games offer. Now leaves his room only for meals.

Joe 15

ordered his "Pizza for a penny" pizza and then deceitfully asked his girlfriend to pay half the normal price.

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NEWS

PLAYSTATION REVEALED!

Feast your eyes on the first pic of the 32-bit Sony PlayStation console which has excited punters and producers alike with its allegedly 'better than Saturn' specification.

At the time of going to press strong rumours are circulating that the PlayStation will be out in Japan by November with a remarkable £250 price point (although importers will probably bump that up to around £350-400 over here).

It's not clear what the first game is likely to be as yet, but it now doesn't look as though it's going to be the much-anticipated Ridge Racer from Namco.

Let's hope someone does something about that nasty looking control pad though, which is tiny and likely to do your thumb no favours when you're trying to move diagonally.

PlayStation™

▲ *The dawn of a new era in videogaming? Sony's PlayStation gets its long-awaited first airing, but we're not too sure about that nasty-looking joypad. More news soon...*

▲ *With an expected release date in Japan of November, importers are doubtless climbing over each other to place orders for this wonder machine. Don't expect to be able to play arcade greats like Ridge Racer straight away, though.*

COMMODORE IS DEAD, LONG LIVE THE AMIGA?

Commodore UK's parent company, Commodore Interntational Limited, has gone into voluntary liquidation following losses of $336million in 1993.

Rumours are rife as to future investors; currently, Sony and Samsung are names being touted. It's unlikely that existing Amiga owners should have anything to worry about as software houses are unlikely to turn their backs on an installed base of 6,000,000 users. As Virgin's Marketing Manager Simon Jeffery says: "Commodore's problems are obviously tragic, but Virgin sees the the Amiga market to be alive for a good while yet. The Amiga user base is too large to ignore and Virgin will support it fully despite Commodore's problems."

SKYBLAZER LEAPS INTO MANGA

Top Dark Horse comic Manga Mania currently features a 16-page collector's edition Skyblazer supplement. Written by renowned author Dick Hanson and with a print run of 40,000, Sony's SNES platform epic sounds like perfect comic fodder. Although the tie-in with Manga seems a little strange, according to Sony Manga fans tend to be gamesplayers. That's a relief then.

● FIRMS DEVELOPING FOR PLAYSTATION INCLUDE PSYGNOSIS, ACCLAIM AND VIRGIN ● EARLY REPORTS CLAIM THAT SAMSUNG LOOKS LIKELY TO RESCUE COMMODORE ● OTHER COMIC/GAME TIE-INS INCLUDE ROBOCOP VS TERMINATOR AND ALIEN VS PREDATOR

THE CAT SET FREE AT LAST

Atari's Jaguar has finally arrived officially, but you'll have to move fast as there's only 1700 in the country. The first batch is on sale at Rumbelows' Games Arena for £249, although it's expected that once they hit the High Streets in earnest the price could rise to something closer to £299 – considerably more than the £199 price point Atari originally had in mind.

Meanwhile sales in the US are reported to be healthy, with sales in the region of 50,000 – 100,000. Judging by the mammoth effort and missed launch dates when it came to getting the actuall console out on the shelves here, it looks as though the CD drive could be a long way off indeed. And we're still waiting for wow! games such as AVP.

JAGUAR SPLASH

Not being the kind of company to miss an opportunity, Ocean is forcing its way into the burgeoning Jaguar market with two new signings. The Manchester-based firm has teamed up with the now independent Bullfrog to release its Amiga and PC smash Syndicate on Jag, along with Theme Park later in the year. This is exactly the kind of software support the Jaguar needs if it's to mount a serious bid to become the number one console in the country.

GAMETEK FOR MOVIES

With the PC, CD32 and CD-i now capable of playing CD movies, Gamtek has moved in to the market with a new division dedicated to releasing films on compact disc. Gametek has already signed 30 films including George Romero's zombie masterpiece Night Of The Living Dead and the SF classic Metropolis.

As Philips seems to be dragging its heels in a major way with the release of movies in Video CD format, the news that Gametek has signed up 30 films will be of relief to owners of the respective systems.

NEWS IN BRIEF

TETRIS ON THE BRAIN

The Tetris game is currently being used at the University of California to test how the brain responds to complex activities. Scientists have already discovered that good Tetris players have a very low glucose metabolic rate. Does this mean that people who drink Lucozade are crap at Tetris?

JAGUAR PC BOARD

Sigma Designs, the people behind the ReelMagic board for PC, are going to be producing a similar board which will allow PC owners to play Jaguar CD games. This should be released around the same time as the CD-ROM drive for the Jag towards the end of the year. Expect it to cost more than the Jaguar itself!

MADNESS FROM THE EAST

As scientists continually strive to find an alternative to the silicon chip (which apparently can't be improved any more) a Japanese scientist is claiming success in his experiments with 'humanoid chips'. He's successfully 'grown' brain tissue into a circuit structure which responds to electrical impulses. Unfortunately, his project has been put on hold following the 'death' of some boards.

VIRTUA RACING HOT LINE

Import copies of Virtua Racing are triggering cordless phones to ring if played near one – either that or the Lawnmower Man is back in town! The problem is something to do with the special frequencies used by the SVP chip, so don't call BT, Mercury, Cellnet et al with your complaints.

GREMLIN ON STRIKE

Gremlin is working on the SNES conversion of EA's top Mega Drive game Jungle Strike. Rather than doing a straight port, the game is being redone from scratch to take advantage of the SNES' extra abilities. The game is currently in line for an October release.

DOOM ON MEGA32

Sega will be converting the smash PC game Doom on to its new Mega32. Expect to see a much improved game. The most notable difference will be that the sprites don't get blocky when up close, and it should be faster too.

'TOO YOUNG TO PLAY' SAYS NINTENDO

Nintendo, not content with banning gore from its games, has now decided to adopt the industry's self-regulating classification system on all new games from September onwards.

● SYNDICATE ON MEGA DRIVE WON'T BE RELEASED UNTIL OCTOBER AT THE EARLIEST, ACCORDING TO EA, BUT THE 50 MISSIONS HAVE BEEN RE-WRITTEN SO AS NOT TO ANNOY OWNERS OF BOTH PC/AMIGA AND MEGA DRIVE.

SUPER STREET FIGHTER II – THE BOYS ARE BACK IN TOWN!

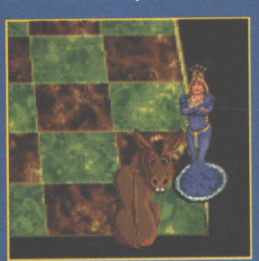
Here it is – Super Street Fighter II on SNES AND Mega Drive! The game that's been a hit in arcades and kebab shops around the world is almost ready to be unleashed, and it looks absolutely brilliant! Converted by original coin-op firm Capcom, Super Street Fighter II is certainly going to be a big 'un, in cartridge size if nothing else. The SNES game comes on a whopping 32 Meg cart, and if you think that's big, then you'd be right. But that's nothing compared to the size of the Mega Drive version – which is an enormous 40 MEGABITS! That's nearly twice the capacity of Street Fighter II on the Sega system, so it's a fair bet that everything's in there, special moves and all.

The big question on everyone's lips, though, is price. With cartridges this size, Super Street Fighter II is not going to be cheap –

▲ *Super Street Fighter II will doubtless be a top coin-op convert on both machines. But the size of the carts means that they'll be extremely expensive in relation to other games.*

FIRST SHOTS

■BATTLECHESS ■3DO ■Interplay ■Out: Summer '94
Software production for 3DO seems to have moved up a gear over the past few weeks. Look out soon for Interplay's 3DO conversion of its perennial hit, Battle Chess. The game's the same as the other versions, but the graphics have been souped up considerably, especially the battle sequences.



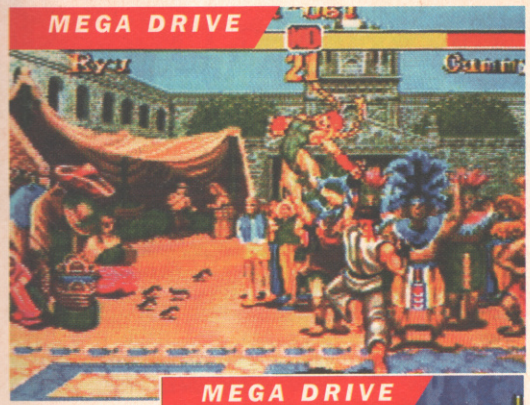
BATTLETOADS/DOUBLE DRAGON ■Mega Drive ■Sony ■Out: Summer '94
Already available on NES (and receiving a creditable 80% in issue 142), Mega Drive and SNES owners will soon also be able to play the game in which Billy and Jimmy Lee join forces with Zitz, Rash and Pimple and take on Mr Big and the Ice Queen in this good-looking scrolling beat-'em-up. We'll be taking a closer look very soon.

SIM ANT ■PC CD-ROM ■Interplay ■Out: Summer '94
The playable ant simulator comes to CD-ROM after spending a while languishing on floppy disk. You control an ant colony which must take over the back garden before it's beaten by a rogue ant army. The floppy version was certainly playable, if a tad limited – more news on its compact disc cousin as we get it.

WACKY RACES ■3DO ■Turner Publishing ■Out: Summer
Remember the classic Hanna-Barbera cartoon which starred all the favourite 'toons, including Captain Caveman, Penelope Pitstop, The Ant Hill Mob and, of course, Dick Dastardly and his canine sidekick, Mutley? They're all coming to 3DO in this great-looking road-racing game! Keep an eye out for this one.

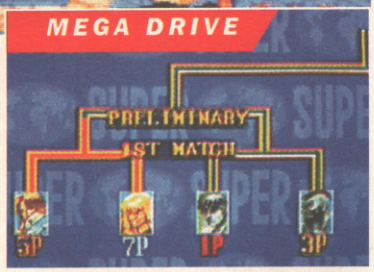
MARVIN'S MARVELLOUS ADVENTURE ■Amiga ■21st Century Entertainment ■Out: Summer
Totally sick and tired of playing 21st Century's pinball range of games? You shouldn't be, as they're brilliant. But just in case you are, you might be interested to find out that the company is moving into the more traditional genres, its first being this traditional platform romp.

MEGA DRIVE



◀ *Ryu lays one on Cammy in the Mega Drive game. With an enormous 40Megs to play with, we're expecting Capcom to knock out an accurate convert.*

MEGA DRIVE



There's little to choose from between the SNES and Mega Drive versions, and the Nintendo game weighs in at 8Megs less than its Sega counterpart.▼

SNES

▲ *Capcom is also releasing a new pad for use with Super Street Fighter II. Looks naff, doesn't it.*

sources suggest a price tag of £100+, certainly for import versions of the game. Plus, with Street Fighter II already in the homes of most SNES and Mega Drive owners, along with the forthcoming release of the nassive Mortal Kombat II, there seems to be some doubt as to whether Super Street Fighter will be as successful as its predecessor – indeed, rumours are rife that the SNES version of the game will not be released at all in this country.

Still, here's the shots of both the Nintendo and Sega versions of the biggest 16-bit cartridge game yet – and a bit of stop press news has reached us to suggest that a Tournament version of the Mega Drive game is almost complete, to be released around Christmas time. Keep 'em peeled.

MEGA GAME GEAR

Sega is planning to launch a 16-bit Game Gear into the American market at some stage this year. The system is likely to be a Mega Drive in a hand size unit, with a built-in screen. It's unlikely that the unit will run MD carts given the size of the machine. So let's hope the games are cheap.

In the meantime Sega has dropped the price of the Game Gear to £69.99 or £89.99 with a copy of Aladdin.

CRAZY CHASE ■SNES ■Kemco ■Out: Autumn

It may look action orientated, and indeed it is, but this forced perspective 3D game also contains heavy RPG overtones. The graphics look gorgeous, but we can't comment on the gameplay until we've played it, right? That little clown chappy certainly looks a hoot, though. As always, look out for more news very soon.

JUNGLE STRIKE ■PC ■Gremlin ■Out: Summer

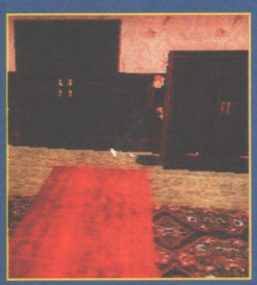
Typical. No sooner do we run a piece about the lack of shoot-'em-ups on PC, than Gremlin go and make us look all silly with its forthcoming conversion of one of the best console blasters of all time, Jungle Strike. The action was non-stop on Mega Drive, and this PC version really does look a treat – we'll review it next issue.

LEGEND ■SNES ■Sony ■Out: Autumn

Could this be the turning point for Sony, whose latest releases, console versions of Sensible Soccer aside, have been of a generally poor quality? Huge sprites and a goodly smattering of wizards 'n' warriors action look to be the order of the day – Work In Progress will be with you in two shakes of a dragon's tail.

DR HAUZER ■3DO ■Panasonic ■Out: Summer

Someone has been taking a good, long look at Infogrames' Lost In The Dark series, if this forthcoming 3DO release is anything to go by. A huge, sprawling RPG is what Dr Hauser is, and because there's no FMV to get in the way, it could actually be a quite enjoyable 3DO title.



SPARKSTER ■SNES/Mega Drive ■Konami ■Out: Autumn

It's been a while since Sparkster made his debut in Rocket Knight Adventures, and as it went down so well with tthe gamesplaying public Konami has created a sequel! And the good news for owners of both Mega Drive and SNES is that the game is different on each machine! Guess what – Work In Progress on the way.

NEW 32-BIT PC GAMES CHALLENGE CONSOLES

MicroSoft has quashed rumours of PC games incompatibility under its new operating system WINDOWS 4 (which replaces DOS), with the exciting news that developers will be able to transform existing and future PC games into 32-bit code, bypassing current 16-bit headaches.

▲ *Doom – running twice as fast as before under the new Windows 4 32-bit operating system.*

Those taking advantage of the Windows 4 (code-named Chicago) 32-bit toolkit will effectively produce games which should run twice as fast, require far less storage space, and be quicker to develop, much akin to the current new breed of super consoles.

In fact, ID Software has already been showing off the system with a 32-bit version of Doom, the basic conversion of which allegedly took just a couple of days work. Both Virgin and Ocean are also working on top secret 32-bit titles, so expect others to follow.

Coincidentally, MicroSoft is also working closely with Sega in the development of the Saturn's operating system as part of its aim to penetrate the massive games market.

Windows 4 should be available around the end of the year and a price is yet to be confirmed. Contact MicroSoft on 081-242 4100.

◀ *Donkey Kong 94 – the first of a brand new range of Colour Game Boy titles – but is it too late?*

COLOUR GAME BOY – FIRST GAME!

The Colour Game Boy is well into production, with companies now developing for the machine.

One of the first titles to appear will be a colourised version of Nintendo's forthcoming Donkey Kong '94, a souped-up version of the old favourite.

Nintendo is remaining tight-lipped about the release date of the system – there's a possibility it'll be put on the backburner to allow the firm to concentrate on its soon-to-appear VR system.

SUPER GUN PRICE WAR

Hearts Leisure, a major distributor of coin-ops, is looking to cash-in on the current demand for Super Gun adaptors with one of its own design. Heart's Super Gun (which allows coin-op games to run on your home television) is built to a standard rather than a price and offers a reinforced JAMMA connector and an audio switch for full stereo compatibility with all PCBs. The package also includes an original arcade joystick (the best!) with the full six buttons. There is also an option for having credit and start buttons built on to the joystick, which is a nice touch.

Hearts is asking a very reasonable £129.99 for the entire kit. Games cost from £25 for the likes of Double Dragon, and up to £250 for Street Fighter Turbo and beyond. Call them on 081-889 0811.

Meanwhile, Datel Electronics has also launched its own Super Gun device called the Arcade Power Base for just £99.99, but it only comes with a four button joystick. Catch them on 0782 744707.

IMPORT GAMES PRICE RISE

'True' games fans among you who get games first on import will no doubt have been annoyed with the prices charged lately on Japanese titles. Ultraman is a good example (reviewed on page 86) which is going for around £100, and that's out of order, frankly. The problem is that the pound isn't doing well against the Japanese Yen. Our advice would be to go for American imports which are now appearing very soon after Jap release dates – you can read the manuals too!

▲ *What costs £100 and is crap? Ultraman, which we don't think you'll be shelling out for in your thousands.*

CLAW YOUR TV

Movies on demand could soon be a reality thanks to a new set-top system from MicroSoft. Provisionally called Tiger, the system will let you download videos as and when you want. It should be compatible with all systems which use Full Motion Video. Telecom is already running trials in certain towns, while Philips is reported to be working on its equivalent.

● ID'S ORIGINAL 3D BLAST, WOLFENSTEIN 3D, IS ALMOST COMPLETE ON THE ATARI JAGUAR. LOOK OUT FOR THE FULL REVIEW NEXT ISSUE

COMING SOON

Find out what's new, what's delayed and what's coming your way this summer and beyond...

JULY

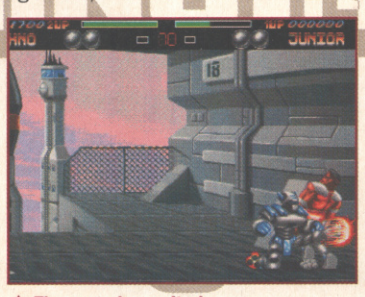
■ SUPER OFF-ROAD
■ LYNX
■ TELEGAMES

There's no doubt that the Lynx has had the least software support out of all the handheld machines, but it hasn't dried up completely. Telegames, for one, is still committed to producing software for what is arguably the finest of the official handhelds. Super Off-Road is based on one of the best multiplayer race games ever, Super Sprint, retaining the same style of gameplay. The aim is, simply, to beat off your rivals by fair means or foul in a series of dirt-track truck races. There's even a four-player mode, providing you can get hold of enough Lynx-owning mates. If the previous incarnations of this game are anything to go by it could soon be time to dig out your Lynx and whack in some Duracells.

▲ *Lynx owners ahoy! Yes the Super Sprint-style Off-Road is coming to the underrated handheld.*

■ BODY BLOWS
■ A1200
■ TEAM 17

The latest instalment in Team-17's money-spinning Body Blows series is set to hit the A1200 this summer. The Team has taken full advantage of the machine's AGA chip set to create 256-colour backgrounds, like the ones in Ultimate Body Blows on the CD32, as well as a massive 12-player tag-team mode – so you can ruck with your mates without getting so much as a bloody nose. It will also make use of the A1200's hard drive so you won't be plagued by disk-swapping hassles, which was one very annoying feature of the A500 version. Best of all, though, it'll only set you back a paltry £12.99. Watch out for the review next ish.



▲ *The eagerly awaited A1200 version of Body Blows will be hard drive installable.*

■ LORDS OF MIDNIGHT: THE CITADEL
■ PC
■ DOMARK

Knackered old hacks like us here on CVG spend most of our time harping on about how much better games were in the good olde dayes. Well we're going to do it again as the follow-up to two of our all-time faces is set to appear in July. Citadel follows on from the classic Spectrum strategy/adventures Lords Of Midnight and Doomdark's Revenge. Don't expect it to look like them, though, this is a fractal-based piece of 3D excellence. There's no doubt that the graphics are stunning, all we have to wait for is to see how the gameplay holds up.

▲ *Citadel could well be in the top five games of the year if the early versions are anything to go by.*

▲ *In true VR style, Citadel lets you view the surrounding area from almost any position.*

■ HYPER V-BALL
■ SNES
■ UBI SOFT

Volleyball isn't everybody's idea of a decent sport, unless you live in California or like Frosties ads. Still, that hasn't deterred Ubi Soft from producing a sim of this sport from the SNES. Hyper V-ball lets you play in the men's or women's leagues, although what the differences are we don't know. If you really feel like a challenge you can have a crack at the Hyper league, which is a futuristic version of the sport where the players are outfitted with armour and send the ball screaming across the net at a 100 miles an hour. How well this will work, especially at a time when we're inundated with football sims, remains to be seen. Still, you can find out this summer.

▲ *Spike your foes in the super-hard future match in Hyper League V-ball.*

▲ *V-ball features NBA Jam-style unrealistically high leaps.*

● TELEGAMES 0533 813606 ● TEAM 17 0924 291867 ● DOMARK 081-780 2222 ● UBISOFT 081-343 9055

■ WEMBLEY INTERNATIONAL SOCCER
■ CD32
■ AUDIOGENIC

We've had licences of films, records, even crisps but this has to be the very first stadium licence. It boasts some 64 international teams who can be dragged along to do battle at the mecca of English football. The action can be viewed from top-down or side-on depending on what you're most comfortable with, and you can compete in a knockout cup tournament or thrash it out in a world league. For the managerially inclined there's a tactics editor that let's you do what Graham Taylor should have done, and drop Carlton Palmer.

▲ *Audiogenic go Wembley crazy this summer with the CD32's first footy game.*

■ ISHAR 3
■ AMIGA/PC/ ATARI FALCON/ APPLE MACINTOSH/ CD32
■ DAZE

The third episode in this ever improving RPG series is set to strike the Amiga this autumn. Already it seems as though it's going to be better than the first two combined, with a larger play area, better plot structure, improved graphics and a slightly altered control system. RPGs like this are becoming a rarity on the Amiga these days, so it's nice to see some companies still producing them. If the previous games in this series are anything to go on this could be a real cracker.

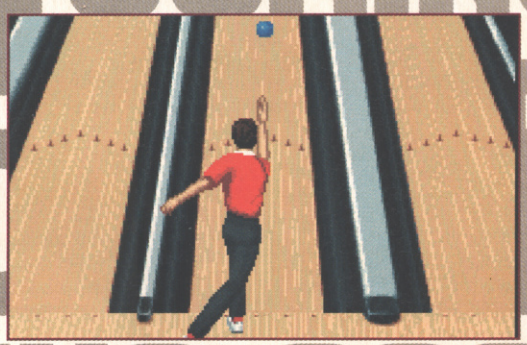
▲ *The third instalment in the Ishar series will knock spots off the previous two, with improved graphics and a much larger play area.*

▲ *You can take on this happy chappy in August, when Daze launches Ishar Three – an RPG very much in the traditional mould.*

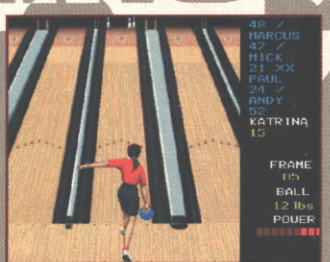
AUGUST

■ KING PIN
■ AMIGA/CD32/ PC/CD-ROM
■ TEAM-17

Now here's a game the likes of which we haven't seen in years – a bowling sim. Yes, this August you'll be able to bowl from the comfort of your own living room without worrying about the kids in the adjacent lane showing you up. Up to six players can compete in a tournament, including a cast of computer characters. After touch can be applied to the ball to make it curve realistically, and there's a choice of ball weights for added realism and stacks of 3D rendered graphics. If it's any good you may never have to risk getting athlete's foot from a pair of hire shoes again.



▲ *It's bowling, but without the fat men. King Pin from Team-17 is set to appear this August.*



▲ *Guys and gals compete in King Pin, and you don't even need sweaty hire shoes to play.*

■ RUFF 'N' TUMBLE
■ AMIGA
■ RENEGADE

Following on the heels of Elfmania comes Renegade's first platform game since Magic Pockets. Programmed by Jason Perkins, who worked on Apocalypse, it's a massive console-style romp where you, as Ruff, have to collect marbles to finish the levels. It's already looking really good, if not wholly original (kill enemies by jumping on them? Never seen that before), but the Amiga is in need of decent platformers. So here's hoping Renegade is about to deliver the goods.

▲ *Ruff 'n' Tumble brings console-style platform action back to the Amiga. Look out for this, from Psygnosis in the autumn.*

● AUDIOGENIC 081-424 2244 ● TEAM 17 0924 291867 ● DAZE 071-328 2762

▲ *Gone but not forgotten: Kick Off 3 will now hit the shelves in September owing to coding problems.*

SEPTEMBER

■ KICK OFF 3
■ SNES/MEGA DRIVE
■ IMAGINEER

Oh no, Waddle's missed it! And England are out of the World Cup. That was a tragedy and so's this, both the Mega Drive and SNES versions of the wonderful Kick Off 3 have had their release dates put back thanks to the horror that is 'coding problems'. This is a real disaster for footy fans everywhere, especially after the rave reviews the game received everywhere. Still at least we've got the World Cup and various other football games to tide us over with until then.

▼ *Rise Of The Robots drops back to an autumn launch following Fox's spending spree.*

■ RISE OF THE BOTS
■ MIRAGE/TIME WARNER
■ SNES/MEGA DRIVE/ MEGA-CD/PC/CD-ROM/ CD32/A1200/ A500

As you might have read last month, top ray-traced beat-'em-up Rise Of The Robots has been snapped up by media giants 20th Century Fox and had its release date put back. There is a silver lining, however, it means the programmers have an extra couple of months to perfect the gameplay and, apparently, they're also improving the graphics. It'll be interesting to see exactly how this turns out.

■ SENSIBLE WORLD OF SOCCER
■ AMIGA/PC/MEGA DRIVE
■ RENEGADE

What more is there to say about one of the greatest computer football games ever? Well Sensible Software hasn't finished yet. Based on the original Sensi Soccer engine, World Of Soccer will feature teams from all around the globe, accurate down to team strips and player hair colours. As well as that there'll also be several gameplay tweaks – as if it really needed them. If they manage to top the original Sensi, this could well turn out to be the Christmas number one.

▲ *Huzzah! More Sensi Soccer action coming later in the year.*

OCTOBER

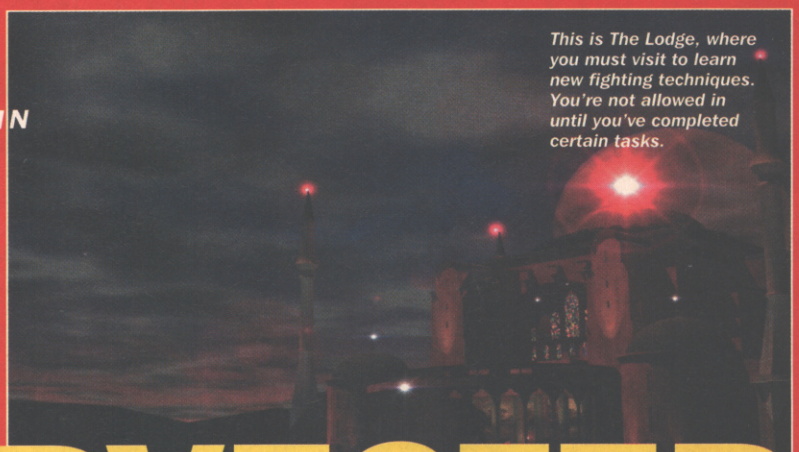
■ PROBOTECTOR
■ MEGA DRIVE
■ KONAMI

Super Probotector is arguably one of the best SNES games of all time, and Mega Drive owners will soon be able to discover its joys too. At first glance it looks like just another platform game, but it has the potential to be one of the biggest, most in-your-face blasters ever seen on the Mega Drive. The Probotector series started with the Gryzor coin-op back in 1987, which made it on to Amiga and ST a few years later, which was then followed by a series of Probotector games on SNES, NES and Game Boy. If what we've seen is anything to go on this could be the best of the bunch.

▲ *At last, Mega Drive Probotector. It's still a few months off, but already looks very good indeed.*

● IMAGINEER 0322 292513 ● MIRAGE 0260 299909 ● RENEGADE 071-481 9214 ● KONAMI 0895 853000

■ PC-CD ROM
■ ACTION/RPG
■ £UNCONFIRMED ■ OUT AUTUMN
■ 3DO VERSION PLANNED
■ SEGA SATURN, SONY PS-X VERSIONS EXPECTED



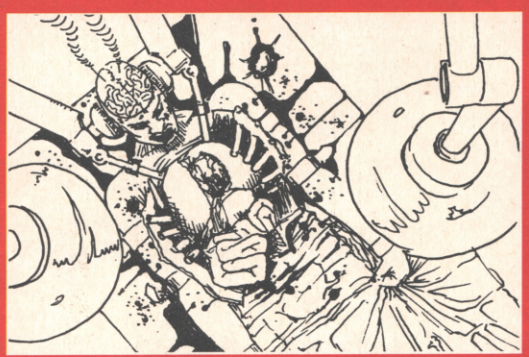
This is The Lodge, where you must visit to learn new fighting techniques. You're not allowed in until you've completed certain tasks.

US games firm Merit Software is opening a European base in London, bringing with it arguably the most controversial game ever – Harvester, in which you play a serial killer...

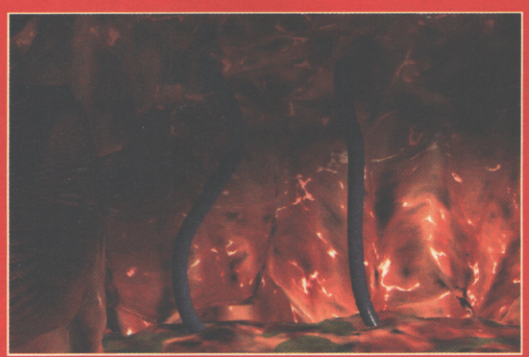
HARVESTER

No doubt you've already scanned the screenshots, which certainly raised a few eyebrows in the CVG office when we first viewed this game. Harvester is set in a small American hick town called Harvest, where your character was born and raised for seventeen years. Or that's what you think. Because one morning, you wake up to find that you're suffering from amnesia and can remember nothing and no-one. You're jolted into action, however, when you go to visit the girlfriend you're told you have, only to discover that she is missing and a human skull with the spine still attached has been placed on her bed, alongside which is an invitation to join the Order of the Harvest Moon, a strange Masonic-style organisation that seems to run the town.

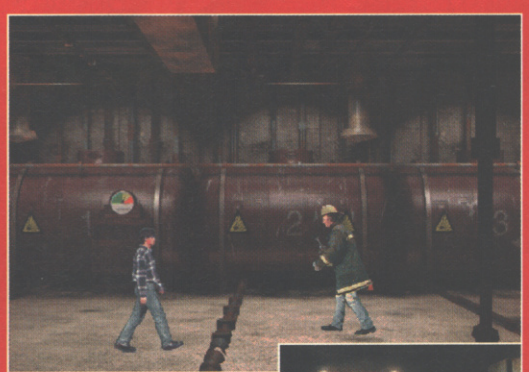
What this plot translates into is a mixture of role-playing and arcade action, featuring some of the most impressive – and gruesome – graphics we've seen on any system. Take on a selection of creatures – including the town's residents – with a variety of weapons from knives to axes to shotguns as you battle to recover your memory and find your gal – if she's still alive. Serious attempt at interactive movie-making? Or pure sensationalism? You'll find out when we review Harvester in a couple of issues time.



▲ Developer Future Vision is putting the finishing touches to the more graphic sections of Harvester, but early storyboards give a good enough impression of what to expect.



▲ One of the rooms in The Lodge is called the Bowels Of Hell. As you can see, it looks like the insides of your stomach, and will realistically pulsate in the finished game.

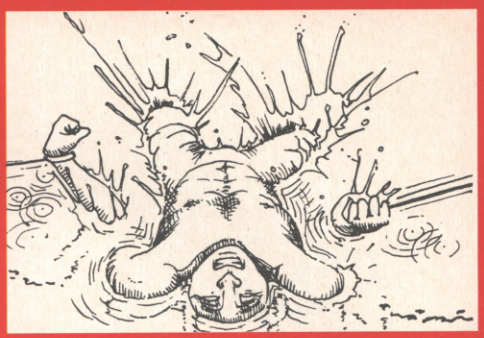


▲ The characters in the game have been digitised using a new 24-bit motion capture technique so that they lose no detail when shrunk to fit the screen.

THE MOST VIOLENT

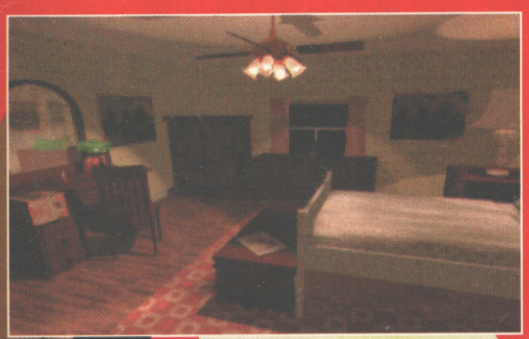
● GAME BY **FUTURE VISION** ● CONTACT **MERIT SOFTWARE** (0101 214 385 2353) FOR INFORMATION ● EXPECTED CAPACITY: 2 CDS

▲ Yes, there's even a scythe available in the game if you want to make a really cutting statement.



TOO SICK FOR THE SEGA SATURN?

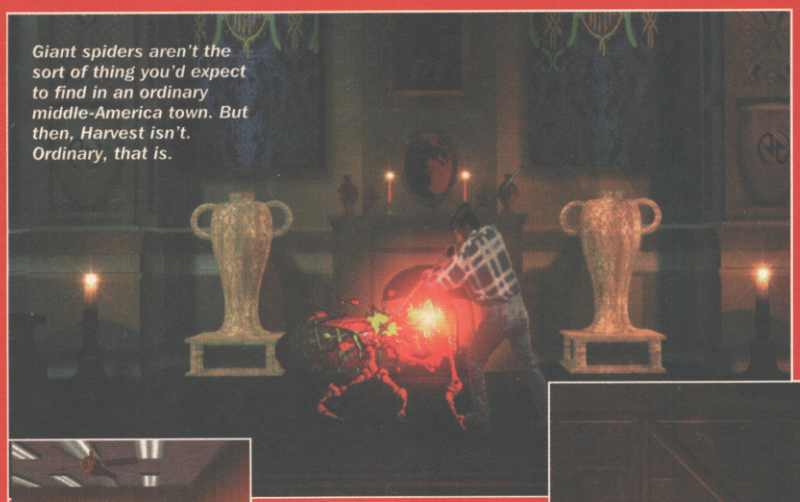
Future Vision, the development house who are behind Harvester, has been allowed to create Harvester without pressure from above to tone down the content of the game. However, the company is prepared to release a toned-down version if need be, which is all but odds-on if it decides to release a Saturn version.



▲ The graphics contain a mixture of digitised objects, characters and locations and rendered images. This bedroom, for example, is drawn from scratch.

On entering your girlfriend's house, this is the unpleasant sight you're met with. Is it your sweetheart?

VIDEOGAME YET SEEN?



Giant spiders aren't the sort of thing you'd expect to find in an ordinary middle-America town. But then, Harvest isn't. Ordinary, that is.

◀ Expect a game with the feel of a David Lynch, Twin Peaks-style movie – we're talking surreal here.

▲ 42 actors appear in Harvester, giving lots of scope for interaction. Oh yes, you can slaughter them as well.

▲ There are 15 weapons to choose from, including wrenches, shotguns and baseball bats – although you could always just push 'em into this fiery pit.

Sound is taken from a huge CD library, allowing such intricate effects as 10 different footstep noises! The music can be played on a standard CD, too. ▶

▲ Harvester is created using a new engine called VisionScript, combining FMV and computer graphics in a LucasArts/Sierra type adventure with plenty of arcade action sequences.

▲ Get caught by the cops and you'll be the one smoking. After you've been strapped into the electric chair.

ROLL OF HONOUR

Harvester has been written and designed by Gilbert P Austin, whose previous work includes some of the biggest games ever seen on a PC, as well as being a filmmaker, playwright and novelist of some note.

PC
- Strike Commander
- ISSUE 140 • 82%

PC
- Privateer: Wing Commander II
- ISSUE 145• 84%

PC
- Wing Commander III
- NOT YET REVIEWABLE

▲ There are three killing planes: you start by slaughtering hideous monsters, then move up to more recognisable animals before moving on to the destruction of the town's human residents. It's certainly a controversial idea for a game, but Future Vision insists it'll sell on the quality of the product.

ALTERNATIVE

MEGA-CD
- Night Trap
- Sega/£49.99

M-CD owners may be tempted to pick up a copy of Sega's controversial tale of girls and ghouls. But they shouldn't, 'cos it's quite poor.

- ISSUE 138: 71%

● MERIT SOFTWARE'S BIG CHRISTMAS PROJECT IS A BLADERUNNER-STYLE CYBERPUNK EPIC USING THE SAME ENGINE AS HARVESTER.

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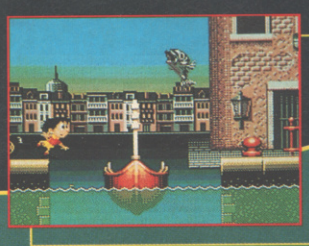
Prepare to meet all manner of madcap characters in dozens of lush, detailed locations ranging from England, to the Italian Riviera, through Russia's frozen forests. Take a ride on Japan's Bullet Train and end up on the rough and tough city streets of the U.S.A. It's awesome arcade action all the way with a blistering soundtrack to match.



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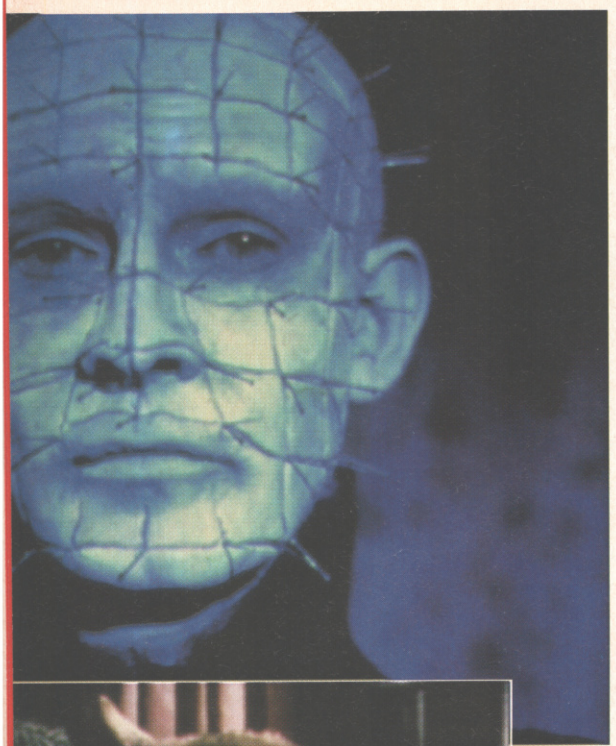
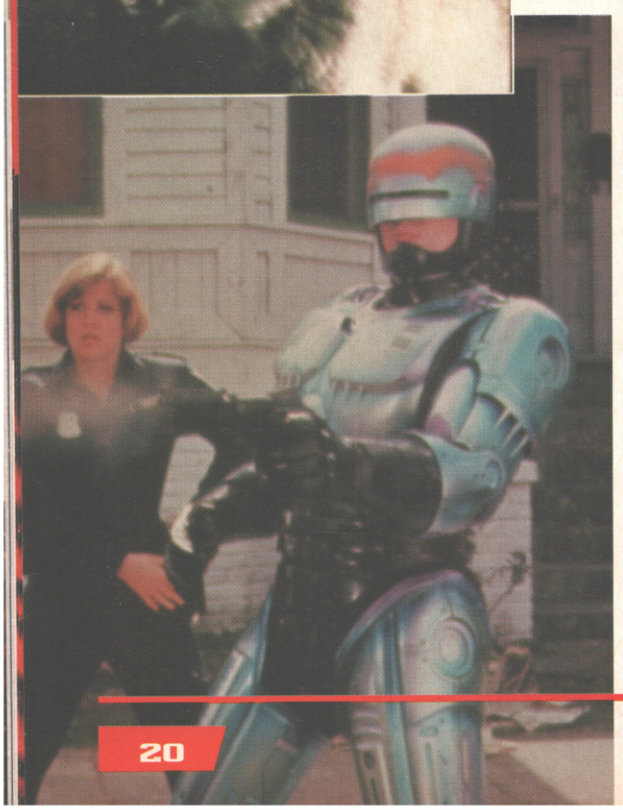




ULTRA

Some games make you think, others educate you, some have you helping little furry animals escape from nasty monsters. What are we? Wimps? Mark Patterson takes a look at games that put you in control – preferably with a rather large gun...

Doom: more blood than you could shake a death move at. But because there's no media hype, there haven't been calls of 'moral panic'.

The impending arrival of Harvester, one of the most violent games to appear this year, is set to stir the violence issue up again. Person- ally we've had our fill of the violence debate, and now you've been told that if you're under 17 you can't buy certain games. That's done and dusted. Here at CVG we've nothing against a bit of blood 'n' guts in our games. There's nothing we like more than hacking each other to bits in a net-play version of Doom. Judging by the success of Mortal Kombat last year, and the popularity of Mortal II in the arcades you're not adverse to seeing a few skulls cracked either. The biggest fear is that we start hearing people calling for games to be banned.

The violence issue flares up once in a while, but never attracts too much attention. The first time anyone really complained about violent games was when Domark released Friday 13th for the Spectrum (see Back to the Past page 122). Anyone who complained obviously hadn't seen the game, as it was as violent as Mary Poppins. It was more of a gut reaction to the title.

HEAD-TO-HEAD: NIGHT TRAP VS DOOM

Night Trap was one of the games which triggered the resurgence of the violence debate, and lead Sega to give the game a 15 certificate. We don't think it warranted it, and are certain that the sales-boosting media interest it received as a result was purely a by-product of an innocent piece of self-legislation. Was Sega right? Nobody raised so much as an eyebrow when the exceedingly violent Doom was released. You decide.

Doom	Night Trap
Fire breathing satans	Men in black plastic macs
You're armed with guns	Unfunny traps that are like something out of Scooby Doo
Buckets of blood	No blood
Pools of bubbling acid	Crap actresses in nightshirts.
No complaints	Complaints from some adults about the 'violence'

CENSORSHIP

Apart from sporadic attempts and self-censorship, such as CRL imposing a 15-certificate on its poor Dracula release in 1989, which was more a failed publicity stunt than anything else, the violence issue has hardly been one of the raging topics, especially when compared to concern over software prices. It was only when the likes of Night Trap and Mortal Kombat hit the shelves that the media, and eventually MPs took an interest. They cited

VIOLENCE!

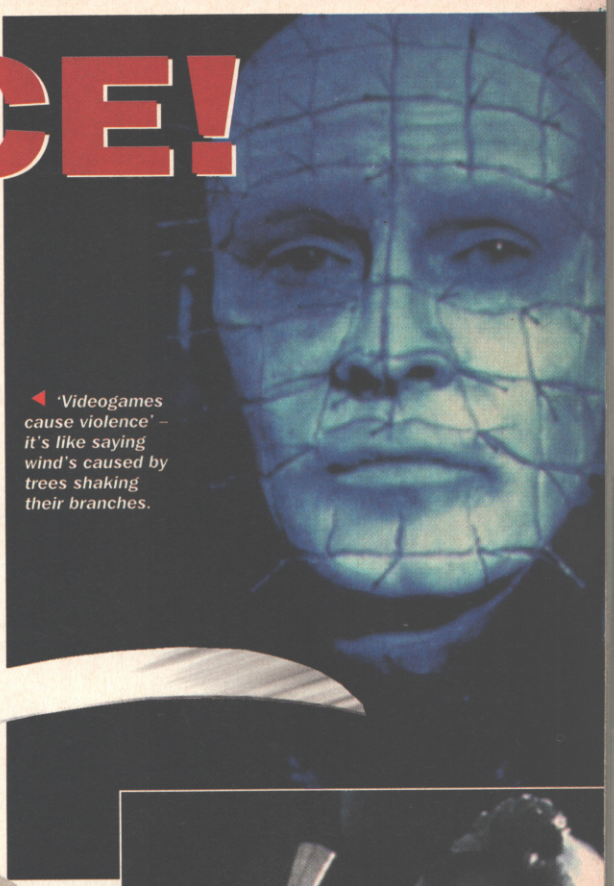
that, especially in the case of MKII, that because the game featured digitised characters fighting each other this might have an effect on youngsters. Somehow I don't see your average 12 year-old attempting to explode his mates' heads by firing electric bolts. As for desensitising gamers to violence, the key thing is that a) it's not real and b) 90% of the time the graphics don't look realistic either.

FUN OR FATAL?

But, through all of this, there's one very important factor. Violent games tend to be the most fun. They're simple, for sure, but simple games are often the best. The fact is the people making the most noise aren't the people who play the games, and they tend to be very selective with the topics they bring up, such as the fatality moves in Mortal Kombat, which make up a very small part of the game and, on the whole, can't be done by most people.

However, the call was enough for ELSPA (the industry's watchdog) to bring in a voluntary certification system. In many ways this is a token effort since it doesn't apply to games already released, and with it being a voluntary system companies don't have to adhere to it.

Ibelieve that, currently, nearly all games are acceptable and don't need certificating. In some cases a certificate will be required, especially as more and more games make use of video footage, but at the moment there is no equivalent of a video nasty.



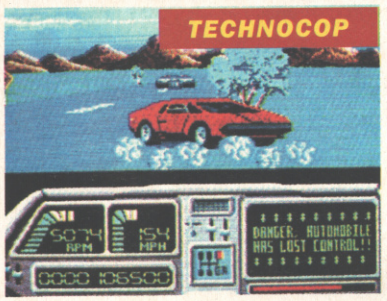
'Videogames cause violence' – it's like saying wind's caused by trees shaking their branches.

WHAT NEXT FOR GAMES?

It's conceivable that, with many CD-based games using filmed footage, eventually the British Board Of Film Classification will be called in to 'inspect' certain releases. But at the moment, most games' graphics are so unrealistic the violence is only just implied, rather than shown. Nearly all games, right back to the early days of two-colour graphics, involve the player killing something, whether it's aliens or martial artists.

WE'RE TAKING CONTROL

...cue gratuitous v



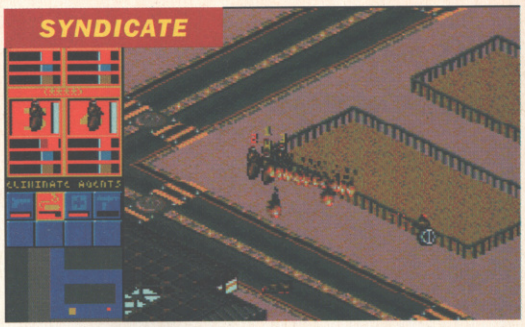
Shoot it, slice it, fry it, dice it. There are plenty of good old fashioned violence games out there, spanning every format and several genres. Here are a few of our faves...

	PLOT:	BRAIN WORK	HIGHLIGHTS
Doom /PC/ID	It's you, several large guns and all the demons hell can offer in a battle to the death – preferably theirs.	Minimal. Deciding whether to use your minigun or 'hard-geezer' laser against the Cacodemons is as mentally taxing as it gets.	Going crazy with a chainsaw while under the influence of the invisibility power-up, then watching the survivors fire wildly in a blind panic.
Syndicate /Amiga/PC/Bullfrog/EA	Take over the world's financial corporations by wiping out their execs with your army of trained killer cyborgs.	A certain amount of strategy is needed to make best use of your limited supply of ammo as you can't resort to fisticuffs when you run out.	Exterminating crowds of civilians with your minigun/flame-thrower/rocket launcher. Politically incorrect, but very jolly.
Technocop /Amiga /Gremlin	Technocop gives you the two essential ingredients for dealing with criminal scum: a very large pistol and a very fast car.	None at all. Just remember, you're not allowed to shoot the gang bosses, you have to try and catch them with a net instead.	The way the low-life scum explode when shot is completely gratuitous, but they broke the law, so they deserve it.
Persian Gulf Inferno /Amiga /Psygnosis	Middle-eastern terrorists have captured a British oil rig in an attempt to deny us our supply of superior Brent Crude.	Separate the terrorists from the hostages, then shoot the former. Not taxing.	The terrorists shouting in Arabic as they charge towards you only to be cut down by your trusty English-made 12-gauge.
Wolfenstein PC/ID	Stop the Nazi rampage by travelling to Wolfenstein castle and wiping out their high command single handed.	Plenty of places to go and people to meet and kill. You'll only be bogged down if you get lost in the huge 3D levels.	Spraying the portraits of Adolf Hitler with gunfire.
Mortal Kombat/ PC/Amiga /SNES /Mega Drive /Mega-CD /Game Gear /Acclaim	Prove just how hard you are by taking on the world's top fighters then doing them over.	A certain amount of brain-to-hand coordination is needed to produce the excellent, but tricky special moves.	The spectacular death moves on the uncensored versions.
Robocop Vs Terminator/ Mega Drive/SNES/Virgin	The hardest robots ever to grace the big screen go toe-to-toe, but it's the humans who get squished by all.	Nada. Just point Robocop at his victims and hit the fire-button.	Humans exploding as Robocop applies the full weight of the law on them.
Waxworks/ Amiga/PC/ Horrorsoft	Mad uncle Zozobar has left you his spooky time-travelling waxwork museum in his will – with hilarious consequences.	Fairly hard-core adventuring is required, so dust off your mouse.	The artists responsible for the stills are obviously very sick puppies.
Cannon Fodder/ Amiga/ PC/Virgin	It's war for the boys in this battle sim. The fate of 300 conscripts is in your hands (so you can afford to lose a few).	The best strategy is to tool up and run screaming at the enemy.	The mass bundles on the later levels where you're outnumbered 100-1.
Narc/Amiga/Ocean	Deal with drug dealers the only sensible way – shoot them, their families and their dogs.	Not needed. If you can spot a crack dealer at 50 paces, you're laughing.	Exploding dope-dealers.

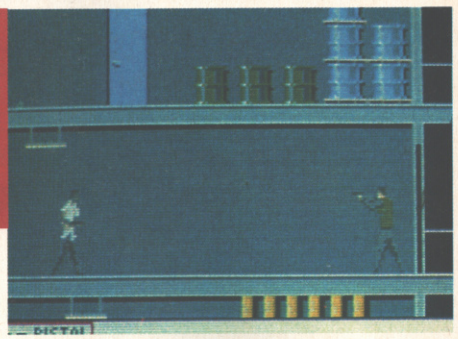
violence...

TARGET LOCK-ON	IS THERE A DOCTOR IN THE HOUSE?	CVG VERDICT
Satan guest stars along with a chorus line of demons and a backing cast of human minigun fodder.	Blood-coated corpses, which are viewed in blocky Lego-vision when you get up close.	The most outrageously over-the-top dose of PC violence.
Anyone foolish enough to be in your area is a victim. Prove to the world how hard your cyborgs are by blowing them up in a shopping mall.	Bullet victims collapse in a pool of blood, while flame-thrower cases stagger around burning before collapsing in a heap of ashes.	The single largest dose of mass carnage on any machine.
No civilians or innocents to worry about, just unload round after round on drug dealers and murderers.	The gore is more colourful than a Reggae Sunsplash movie. Criminals are reduced to a quivering jelloid mass.	Not a brilliant game by any measure, but this is the kind of police work which would clean up our streets in a jiffy.
Stereo-typed terrorists who are too dumb to run away. Instead they run at you and into the spray of shotgun fire you unload.	Not visually gory, but the body count by the end of the game is triple the population of Qatar.	If you can ignore the xenophobia you're in for a fun shotguns-'n'-victims platformer.
Nazis with pistols, Nazis with shotguns and Nazis with their dogs. With that kind of line up, who can blame you for having a pop?	The graphics are very rough close-up, but that doesn't stop the blood sprays – or the cries of 'achtung'	Not at all realistic, which is why it's so fun. If only we'd had a war movie like this.
The other fighters come in for a pounding and decapitation, as well as innocent blocks of wood in 'test your hardness' stage.	There's no coming back for characters who've had their heads ripped off or hearts torn out.	One of the best beat-'em-ups, with the full-blooded versions holding the most appeal.
Plenty of Terminators, but they don't die in the same gratuitous way as humans so aren't as much fun.	When a human gets shot he's out for the count, especially if he's been done with a rocket launcher.	Bloody enough to raise a few eyebrows when it was released, but not on a par with some games.
Not much to kill, mainly because everything's dead already. Not that it stops them getting up to have a pop at you.	Not for the faint-hearted. A full complement of hangings, beatings and decapitations.	If ever a game needed an 18 certificate it's this one.
Anything that moves.	Because of the small graphics, the programmers have opted for the old exploding people routine.	Not graphically violent, except when you go around putting bullets in the heads of wounded soldiers.
It's the druggie dealers that are your sole source of attention.	Severe injuries are dealt out to the drug dealers who, let's face it, deserve everything they get.	Politically sound. This is police work in action.

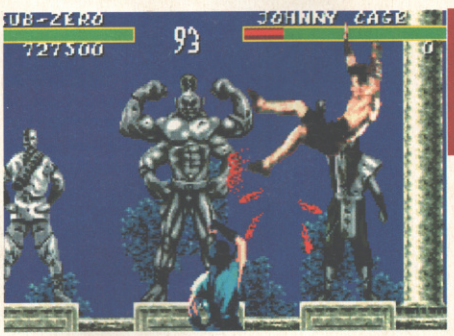
SYNDICATE



PERSIAN GULF INFERNO

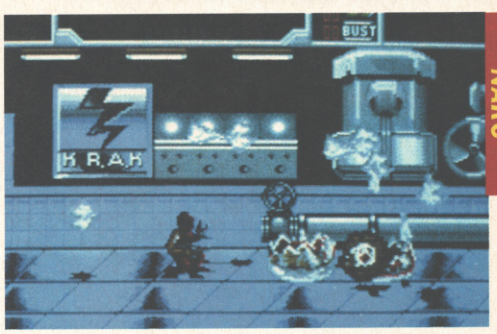


MORTAL KOMBAT



WAXWORKS

NARC



WORK IN PROGRESS

- MEGA DRIVE
- SHOOT-'EM-UP
- £UNCONFIRMED
- OUT OCTOBER

NO OTHER VERSIONS AVAILABLE
NO OTHER VERSIONS PLANNED

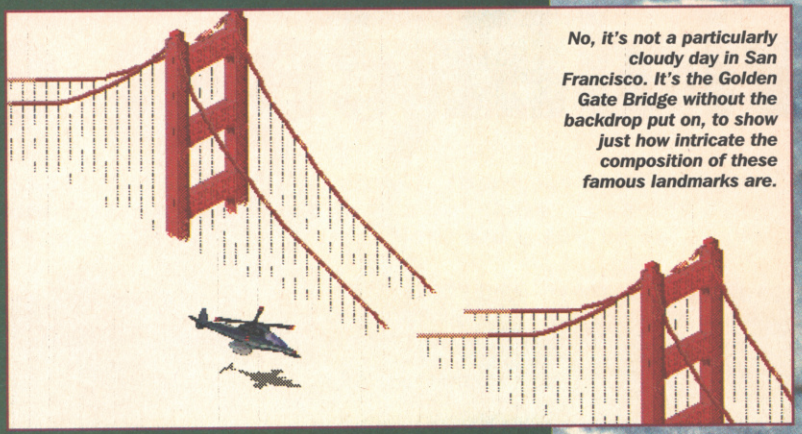
The third incarnation of Electronic Arts' helicopter blasting trilogy promises to be the best yet...

URBAN STRIKE

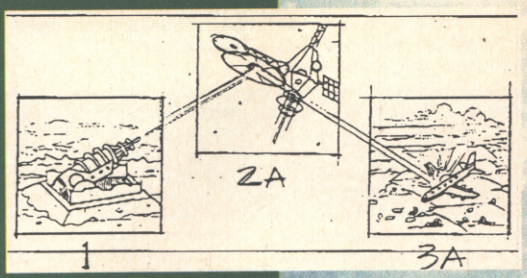
Desert Strike and Jungle Strike sit high on many Sega fans' favourite games list – but it looks as though the pair of them are soon to be leapfrogged in the excellence stakes by the next in this formidable series, Urban Strike.

Whereas the first two games were set in the desert and jungle respectively (hence the game names), EA's latest Strike project is based in and around the United States of America. A rich industrialist craves power in the year 2006, and brings together an awesome array of weaponry and manpower to achieve his goal of taking over the world. Enter you, in your brand-new Phoenix Thunderhawk Attack Chopper, to battle through over one-and-a-half times as many levels as seen in the previous game.

As well as flying around, shooting nefarious people and the enemy's machinery, Urban Strike also has you ferrying objects around the play area, as well as actually getting out of your 'copter and taking on the terrorists on foot. Electronic Arts has high hopes for Urban Strike when it's released in the latter quarter of 1994 – after what we've seen, so do we.

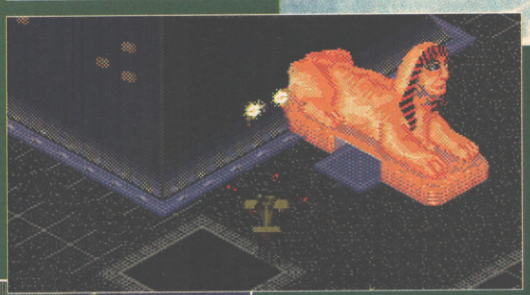


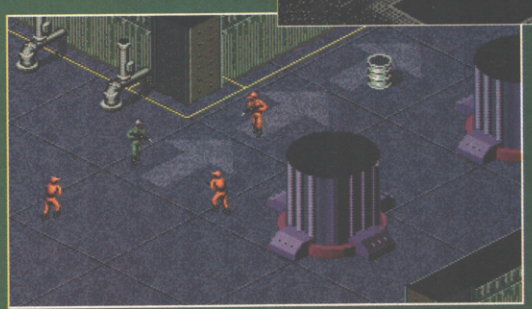
No, it's not a particularly cloudy day in San Francisco. It's the Golden Gate Bridge without the backdrop put on, to show just how intricate the composition of these famous landmarks are.



▲ *The President's plane, Air Force One, has been downed by the enemy, taking out the bridge as it crashed. It's your job to fly into the crash zone and rescue The Prez before the bad lads grab him.*

Unlike the first two Strikes, Urban allows you to leave your helicopter and attack the enemy on foot. In this shot, you see your character battling his way through one of the oil rigs in the Atlantic. ▼

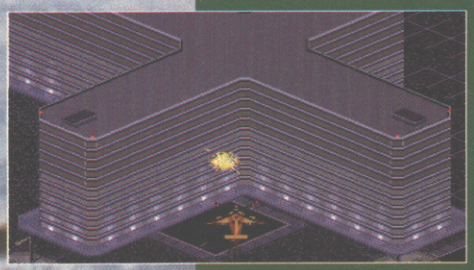




▲ *The programmers have kept as close as they can to the actual layout of cities. In Vegas, for instance, the Luxor Hotel (shown here) is positioned almost exactly where it is in real life.*

● **GAME BY** ELECTRONIC ARTS. ● **CONTACT** ELECTRONIC ARTS (0753 549442) FOR INFORMATION

'COP A LOAD OF THIS!

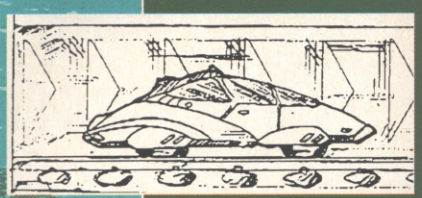


◀ Taking out the MGM building with only a cannon isn't going to be an easy task.

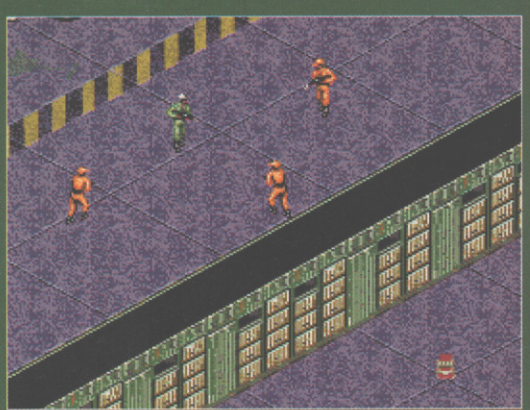
SNES, MD32, SATURN

The programmers of Urban Strike, who also worked on Desert and Jungle, are not as yet committing themselves to other versions of Urban Strike, but when we raised the question whether they would like to convert the game to the new formats, they displayed keen interest. So expect to see versions on MD32 and Saturn at some stage. A SNES version is also a distinct possibility.

◀ There's more to the stages in Urban Strike than was seen in Desert and Jungle. Not only is there an oil rig to liberate, but close by there's a Russian nuclear sub and the madman's cruise ship to contend with.



◀ In the New York level, you fly above the skyscrapers, blowing holes in enemy helicopters and jet planes while avoiding the advances of the baddies positioned on the roofs of buildings.



▲ Although you have no control of the vertical axis, Urban's programmers have written in the illusion of flying high and low by altering the size of the chopper's shadow in relation to its height.

WORK IN PROGRESS

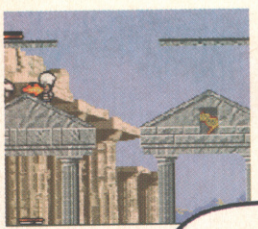
OUT TO LUNCH

■ A1200
■ PLATFORM
■ £25.99 ■ OUT JUNE
■ SNES VERSION ALSO AVAILABLE
■ CD32 VERSION PLANNED

A sizeable hit on the SNES towards the end of last year, Out to Lunch looks set to take a chunk out of the A1200 platform market...

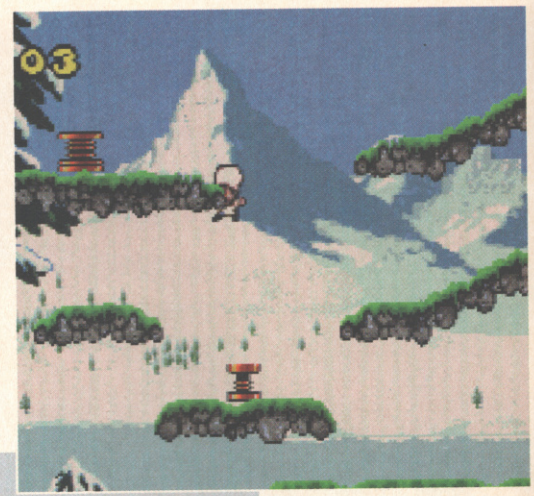
Pierre Le Chef will only be available on the A1200, this is because the impressive parallax backgrounds that console owners are so fond of are not possible on the creaky old A500. As Pierre you'll have to bounce around 48 challenging levels spread across six countries. The idea is to capture the rebellious items of food which aren't too keen on being cooked by placing them in a cage.

It wouldn't be a platform game without baddies though, and these will take the form of diseases trying to infect the food. Pierre's jealous rival Le Chef Noir will also be lurking in the background, trying to release the captured food items from the cage. Sounds wacky for sure, find out if the gameplay's a super cheeseburger deluxe or just another dodgy hot dog next issue.

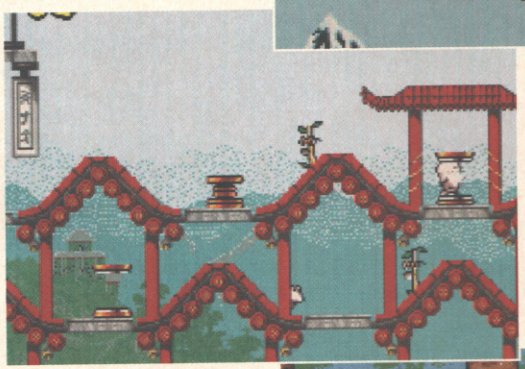


◀ *One of the better power-ups that'll be available is the fire weapon. Fry you evil food diseases!*

▲ *A1200 owners can feel quite smug in knowing that the impressive parallax backgrounds in the SNES version have been recreated perfectly. Who needs custom hardware eh?*



▲ *Boing, boing! Use those springs to reach higher levels in the chilly Switzerland level.*



◀ *Pierre will have simple and intuitive control, the top priority in any platformer.*

▲ *As you try to climb up these platforms spikes appear and disappear. One touch means instant death, so perfect timing is called for.*

Each level is based on a country around the world. As well as a specific background, each country also has an individual tune. ▼

COMING SOON

CD32

Expect much the same as the A1200 version, although as is becoming the usual fayre in CD32 games, a digital soundtrack is very likely.

■ **EXPECTED RELEASE: JUNE**

● **GAME BY** MINDSCAPE ● **CONTACT** MINDSCAPE (0444 246333) FOR MORE INFORMATION

SUPER NINTENDO ● 8MB CART ● BATTERY BACK UP ● LARGE SCALE PENALTY SEQUENCE ● SUPER MULTI ● 32 DIFFERENT SET PIECE FORMATIO

WORLD CUP STRIKER

SUPER NINTENDO ENTERTAINMENT SYSTEM

GAME BOY

SUPER NINTENDO ✪ 8MB CART ✪ BATTERY BACK UP ✪ LARGE SCALE PENALTY SEQUENCE ✪ SUPER MULTI[illegible]ROVED CPU TEAMS ✪ 32 DIFFERENT SET PIECE FORMATION

GAME BOY ✪ PASSWORD SYSTEM ✪ ICON DRIVEN MENUS ✪ EDIT SQUAD FACILITY ✪ INDIVIDUAL PLAYER ABILITIES ✪ MULTIPLE COMPETITION

DESIGNED AND DEVELOPED IN GREAT BRITAIN
NOT AVAILABLE ON IMPORT

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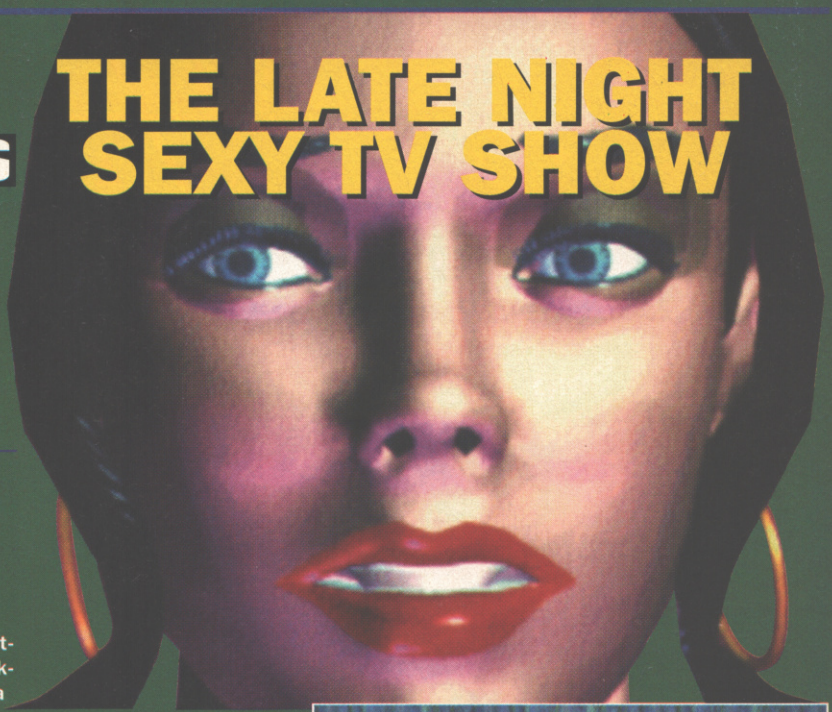
WORK IN PROGRESS

THE LATE NIGHT SEXY TV SHOW



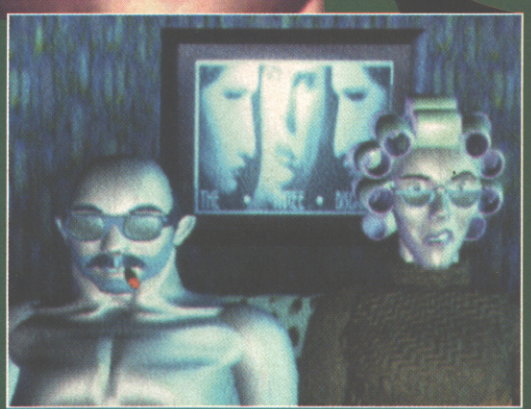
- PC
- GAMESHOW SIM
- £UNCONFIRMED
- OUT JULY

NO OTHER VERSIONS AVAILABLE
NO OTHER VERSIONS PLANNED

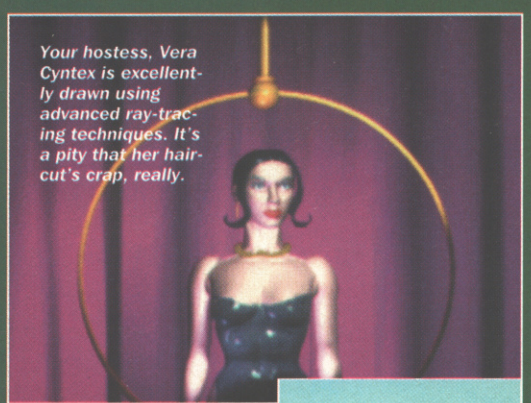
The PC plays host to a game show set in the 21st century which will take a leaf out of Channel 4's book and carry a little red triangle in the corner of the screen!

Wahay! How's about this then, fellers! Daze's latest creation is a futuristic gameshow with a difference – it's a rude version of Blind Date! Set in Italy, where the TV stations are not known for adhering to the 9 o' clock watershed, The Late Night Sexy TV Show sees you – and up to three friends – trying to 'get off' with the loveliest laydees around. What might surprise you, though, is that the key to picking the perfect partner isn't just about looking good; there's a whole host of things to consider, such as your social status, career prospects, wonga in your back bin – in fact, all the things which matter in real life.

The real star of the show is the beautifully drawn hostess, Vera Cyntex, who guides you through the game, from the beginning to the end where, if you're lucky, you'll be united with the girl – or chap – of your dreams. Daze promises that The Late Night Sexy TV Show is everything you want from a game such as this – bawdy, gaudy, naughty but not tawdry. We shall see; EA's Twisted on 3DO showed that gameshows can work on home systems – will this one match up or will it be a case of nice bits, same about the gameplay? Find out next month.



▲ *Could this couple be lucky enough to win a chance to appear on The Late Night Sexy TV Show? Let's hope not.*



Your hostess, Vera Cyntex is excellently drawn using advanced ray-tracing techniques. It's a pity that her haircut's crap, really.

Just like that other recent gameshow game, Twisted, The Late Night Sexy TV Show is broken up by a series of advertisements for products such as Dynamito washing powder.

◀ *Up to four players can compete for the title of 'Sexiest Person on Late Night TV'. Or something like that. Anyway, that one at the end's going to catch a cold if she doesn't cover herself up.*

◀ *Vera Cyntex relaxes in the dressing room, rehearsing her lines. There's a host of subjects to tackle before you can go for the big prize – and it's not a speedboat.*

ALTERNATIVE

3DO
- Twisted
- EA/£44.99

Packed with FMV that plays a part in the gameplay, Twisted becomes repetitive when playing alone, but get the mates round and it's a blast.

- ISSUE 150: 88%

● GAME BY DAZE MARKETING ● CONTACT DAZE MARKETING (071-328 2762) FOR INFORMATION.

WORK IN PROGRESS

LETHAL ENFORCERS 2: GUNFIGHTERS

■ COIN-OP
■ ARCADE SHOOTING
■ £UNCONFIRMED
■ OUT OCTOBER

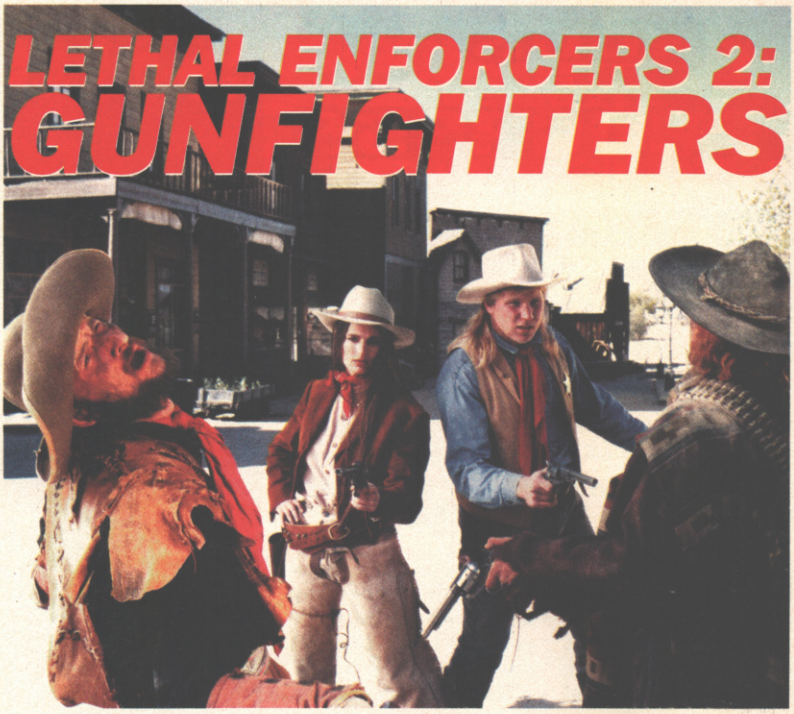
■ NO OTHER VERSIONS AVAILABLE
■ MEGA DRIVE, SNES AND MEGA-CD VERSIONS PLANNED

After bringing you their own brand of .357 Magnum-based street justice in the gun-toting Lethal Enforcers, the boys at Konami are hitting the high trail to the Old West for the sequel. Mad Dog McCree take cover...

Lethal Enforcers was the game which brought the light gun back into fashion in a big way, and back into the home when the console versions came packed with a 'free' pistol.

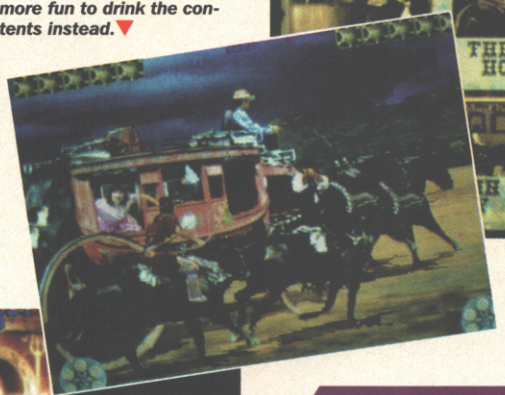
Now the test version of the follow-up, Gunfighters, is hitting the arcades in the US with the UK release due at the end of the year.

Apart from the setting, the format's going to be pretty much the same as Enforcers, with bad guys popping up from behind various bits of scenery for just long enough to take a few shots at you. In response to the growing concern over computer game violence, the programmers have incorporated a dip switch to turn off the blood in the game. This is, however, overshadowed somewhat by a new kill-zone feature, which means you have to score a direct hit to finish them off, or end up wounding them instead.



Bonus stages crop up from time to time to break up the action and test your aim. These tend to be tricky little numbers such as shooting bottles in the bar, although surely it would be more fun to drink the contents instead.▼

▲ *The game's set across several zones, including a saloon, a bank and culminating in a trip down the local mines for a barny with some Indian ghosts.*



▲ *Gunfighter's graphics are a massive improvement over Lethal Enforcers, with bullet holes, blood and plenty of special weapons to improve your overall hardness.*

▼ *You start Gunfighters armed with a bog-standard six-shooter, which means unless you collect a special weapon pronto, you need to be a good shot or particularly quick at reloading.*

COMING SOON

3DO
■ **Who Shot Johnny Rock**
■ **American Laser Games**
Produced by the people who brought you Mad Dog McCree, this is another light gun Laserdisc shooter, although this time with a 30s gangster setting. Hopefully this version won't have the disc access trouble which ruined McCree.
■ **EXPECTED RELEASE: JULY**

OTHER VERSIONS

The forerunner to Gunfighters, Lethal Enforcers, came with a free light gun, and a rather large price tag, which failed to reflect the freeness of the product. Good fun, all the same.

SNES
● REVIEWED ISSUE 148 ● 81%
MEGA DRIVE
● REVIEWED ISSUE 144 ● 80%
MEGA-CD
● REVIEWED ISSUE 146 ● 82%

● **GAME BY** KONAMI ● **CONTACT** KONAMI (0895 853000) FOR INFORMATION

WORK IN PROGRESS

STRIKER PRO

■ CD-i
■ SPORTS
■ £UNCONFIRMED
■ OUT AUGUST

■ SNES, MEGA DRIVE AND AMIGA VERSION ALSO AVAILABLE
■ NO OTHER VERSIONS PLANNED

A football game? On CD-i? Yeah, and Greece will win the World Cup!

It's true, as amazing as it seems for a machine which is considered the bastion of FMV games, the CD-i is about to get its first footy game. Rage is currently working on a conversion of its multi-format hit, Striker.

There are no hi-tech shenanigans here, just traditional sprite-based footy action. It plays like most normal computer and console football games, but with the added bonus of options to change almost any aspect of the game. If you don't like the control system there are four alternatives, so you can have everything from Kick Off to FIFA, which should open the game up to most people. This could well turn out to be one of the best games to come out on CD-i, after all, you can hardly go wrong with football, but the CD-i controller isn't ideal.

▲ There are several different team formations to choose from, which determine whether you play an attacking or passing game.

▲ The refs in Striker are an unforgiving bunch. If you put a foot wrong, such as in the head of an opposing player, then it's an early bath for you.

▲ As is the norm for footy games, Striker lets you put generous amounts of after-touch on the ball to produce excellent curling shots.

▲ Just about every country you can think of has a team in the game, from Botswana to Liberia.

▲ While it's possible to apply Pele-style skills, dribble to the ball and the length of the pitch, you stand much more chance of scoring if you play a passing game

▲ A second joypad lets you go head-to-head with a mate. If you're on your own you can take part in the game's world league or enter the World Cup.

▲ All the 'As' are here, including those talented Argentinians, who are as skillful with their hands as they are with their feet.

ALTERNATIVE

SNES
■ World Cup Striker
■ Elite/£59.99
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● GAME BY RAGE ● CONTACT PHILIPS (071-331 1605) FOR MORE INFORMATION.

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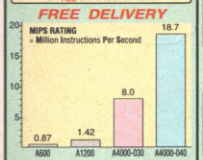

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WORK IN PROGRESS

FLIGHT OF THE AMAZON QUEEN

■ AMIGA/A1200/CD32/PC
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■ ADVENTURE
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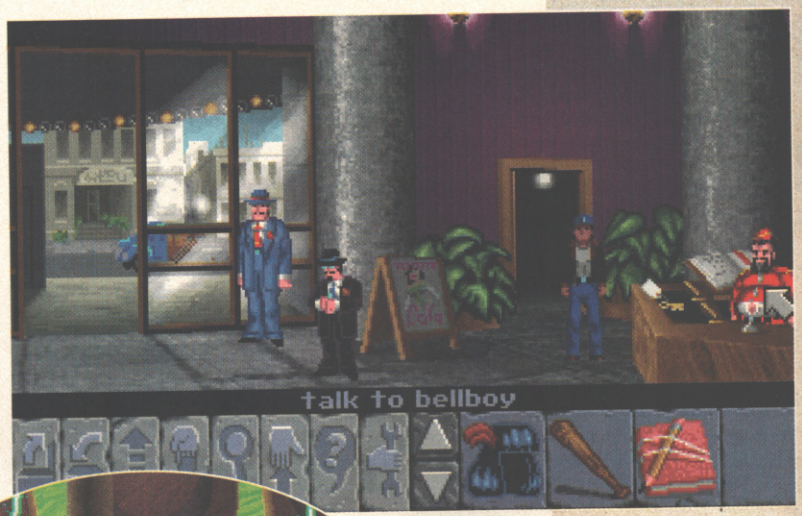
NO OTHER VERSIONS AVAILABLE

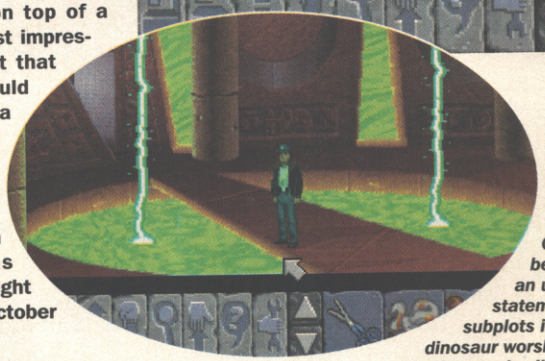
Awesome arcade games like the violent future sport Speedball 2, and definitive footy sim Sensible Soccer made Renegade's name. Now they want to have a go at conquering the adventure market too...

Flight of the Amazon Queen is shaping up to be an excellent adventure in the Simon the Sorcerer, Beneath A Steel Sky mould. You're cast as heroic pilot Joe King as he flies screen starlet Faye Russell to a movie photoshoot in the Amazon, before getting tangled up in numerous sub-plots.

Along with the amusing storyline the first thing that will strike you about Flight is the graphics. We've seen this quality in adventure games before, but the experience of the artists (who've had success in the comic industry) shines through with some brilliant touches like the panoramic sweep of the scenery as Joe stands on top of a mountain. First impressions suggest that Renegade could well take a meaty bite out of the adventure pie. Make your own minds up as we book a flight around the October issue.



Like most point-'n'-click adventures, Flight Of The Amazon Queen has a number of icons to control more specific events. They're wonderfully easy to use though and don't intrude at all.

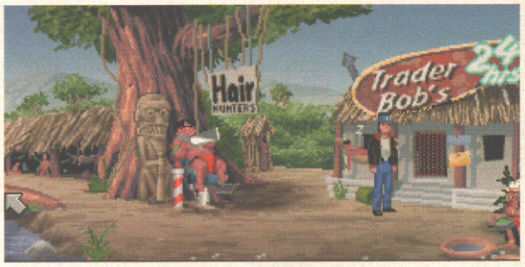


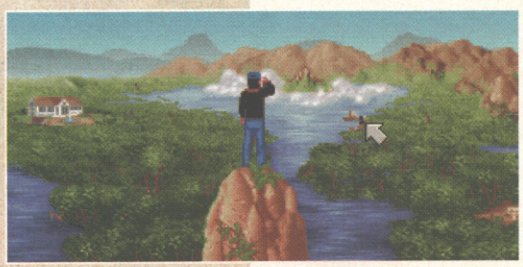
To say that Flight Of The Amazon Queen will be strange is an understatement. Expect subplots involving dinosaur worshipping natives and evil ancient shaman!

▲ *There's always something funny happening in Flight Of The Amazon Queen and with adventurous pilot Joe King Renegade has a character whose straight delivery sets off the gags perfectly.*

Should you so desire the icon bar can be dispensed with altogether and only called up when necessary. To be honest it's well worth it for a whole screen full of quality graphics like these. ▶

● **GAME BY** INTERACTIVE BINARY ILLUSIONS ● **CONTACT** RENEGADE (071-481 9214) FOR MORE INFORMATION





If you could see this moving you'd see a technique called Double Width Parallax Scrolling. Sounds complex and it probably is. It allows for some excellent parallax effects which really convey the Amazon's vastness.

IT'S NOT PLANE SAILING...

◀ I'm sure we're all grateful that the days of boring text adventures are long gone. Even so, a lot of graphic adventures can lack humour. Not so Amazon Queen, which promises lots of wacky situations.

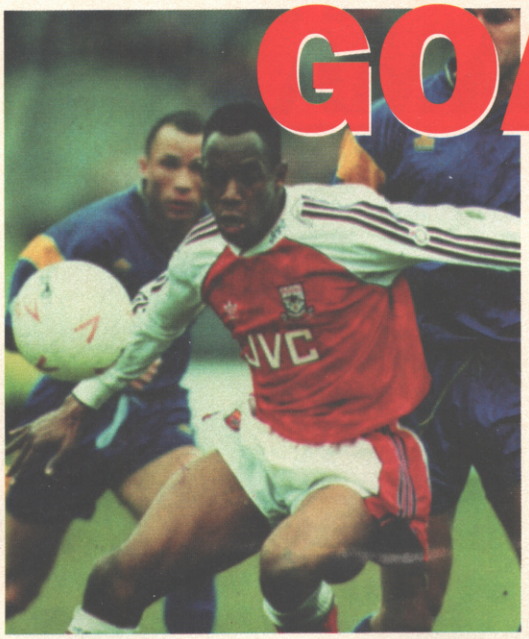
▲ Flight Of The Amazon Queen has the sumptuous look of many modern adventures like Adventure Soft's Simon the Sorceror and Revolution's Beneath a Steel Sky.

▲ The quality graphics won't be limited to the main game. Expect lots of sexy cutaway scenes like this one. Shame about that purple jacket though!

● ALL SCREEN SHOTS FROM THE PC VERSION ● AMAZON QUEEN HAS TAKEN THREE YEARS TO BE COMPLETED. LIKE WOW.

WORK IN PROGRESS

DINO DINI'S GOAL!



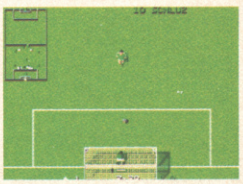
■ MEGA DRIVE
■ SPORTS SIM
■ £UNCONFIRMED
■ OUT AUTUMN

■ AMIGA VERSION ALSO AVAILABLE
■ NO OTHER VERSIONS PLANNED

Why join the throng at the World Cup when you can wait until the start of the '94-'95 Premiership?

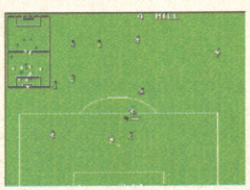
Look back to issue 139 of Computer and Video Games and you'll find a review of one of the best Amiga soccer sims money can buy; Dino Dini's Goal! which clocked up a well-deserved 93%. Goal! is, of course, the unofficial sequel to that true classic of football games, Kick Off 2, and could well have been released by Dino's old firm, Anco, had he not left to sign up with Virgin. But that's what he did, and VIE found it had an instant hit on its hands. Now the finishing touches are being made to the Mega Drive version of the game, and first impressions suggest that it's going to be as big a smash as its floppy predecessor.

From what we've seen, the console version is as spot-on a conversion as you could imagine – in fact, it looks like Dino has managed to get the pitch scrolling even smoother than the Amiga version.



▲ *Penalties are taken using the now-familiar 'push in the direction you want and hit fire' fashion. It's harder to save them, however.*

▲ *Throw-ins and corners are taken using a dotted line which you can alter the length and height of, allowing immense control over the positioning of the ball.*



◀ *You can play Goal! in one of three views: a close-up Kick Off style; a Sensi-soccer-type pulled back camera view; or a combination of the two.*

▲ *If you're not too keen on playing up and down the screen, then simply flip the action through 90 degrees!*

▲ *And don't forget, Dino's got his aftertouch in there which allows you to score some real stunners.*

Dino's included over 3,000 different players in Goal!, each with their own particular characteristics. ▶

ROLL OF HONOUR

Goal! is Dino Dini's first cartridge-based project; although Kick Off has appeared on both SNES and Mega Drive, it was converted by different developers. Here's Dino's finest hours...

AMIGA
■ Player Manager
■ ISSUE 102 • 72%

AMIGA
■ Kick Off 2
■ ISSUE 105 • 95%

AMIGA
■ Dino Dini's Goal!
■ ISSUE 139 • 93%

● **GAME BY** DINO DINI ● **CONTACT** VIRGIN (081-960 2255) FOR INFORMATION
● **CART SIZE** 16MEG ● **ONE OR TWO** PLAYERS

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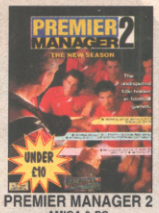

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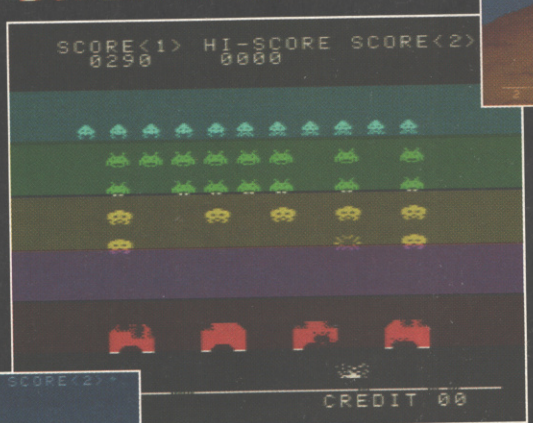
The games industry is stuck for originality, and that must be official if Space Invaders is the 'newest' thing to be happening on the SNES.

It was the most exciting thing ever: Space Invaders – the original coin-op. That was in 1978 and was soon followed by numerous table-top versions seen in pubs and various greasy spoon cafes. The first one was a black-and-white version, then someone had the remarkable idea of sticking coloured plastic strips across the screen, and so the world received its first (pretend) colour game. Four coin-ops later and Space Invaders stunned crowds with true colour graphics, in erm, well... five colours. Strangely enough, it was only the full size coin-op which had background graphics – even though it was a piece of painted plastic stuck on the monitor.

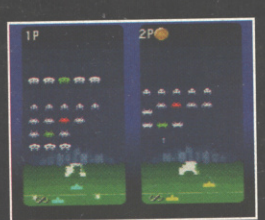
So why the history lesson? Well, if you can believe it, all the four versions we've just mentioned are about to appear on a cart from Taito, and we're talking ORIGINAL CODE here.

Space Invaders is the most repetitive game ever by design. All you do, in case you've forgotten or are too young to remember, is move left and right and blast invaders before they reach the bottom of the screen. The only thing that matters in this game is a hi-score. Space Invaders is a classic game, but it'll need much more than nostalgia to justify the asking price.

▲ *One problem we've noticed is that you can't move as far to the left or right as the invaders. This makes dodging enemy fire difficult in corners.*



▲ *Wow! look at those pretend colours. When the sprites pass over those colour bands they adopt the same colour. Simple.*



▲ *One new addition is this two-player mode. The different colour invaders will do nasty things to your opponent's screen, like lower all their invaders. Shoot the bonus UFO too and it'll swop screens.*

▲ *This is the stand-up coin-op version. It's the only one with a background on it. As seen on Blue Peter in 1979!*

◀ *The first use of coloured sprites. If you look closely the coloured strips are still there. Your bullets change colour as they pass through the bands.*

ALTERNATIVE

AMIGA/PC/GAME GEAR
■ SUPER SPACE INVADERS
■ Domark/£24.99/34.99
The idea of the original, but with new attack patterns, multiscrolling, bosses, secret levels and snazzy graphics.
■ ISSUE 135: 87% (GAME GEAR)

● GAME BY TAITO ● CONTACT PLANET CONSOLES (0272 413030) FOR IMPORT INFORMATION ● CART SIZE: 2MEGS
● ONE AND TWO PLAYER GAME.

WORK IN PROGRESS

ZELDA'S ADVENTURE

■ CD-i

■ ADVENTURE GAME

■ £TBC ■ OUT AUGUST

■ SNES AND GAME BOY VERSIONS ALSO AVAILABLE

■ NO OTHER VERSIONS PLANNED

CD-i has grabbed itself one of the biggest names in the game world - Zelda! Will it match the success of the Nintendo versions?

The bigger the adventure, the better the game (in theory) and for big games what better platform than CD-ROM. We'll say straight off then that Zelda's Adventure is possibly the best suited game so far licensed for Philips' CD-i machine. Zelda games have been massive hits for the SNES and Game Boy due mainly to their drawn out explorative gameplay and complexity. So imagine, if that same quality of gameplay can be matched on the CD-i, but enhanced dramatically with beautiful photo definition graphics.

The proposed objective is that you will have to search for seven celestial signs, each hidden in a shrine in the Underworld. The entrance to each shrine has to be discovered in the Overworld and a boss beaten before each sign is awarded. From the unfinished version we've played it's all coming together confidently – apart from some annoying stop-and-scroll-the-screen gameplay. And, it doesn't even need an MPEG adaptor to run!

◀ *You're about to enter the Underworld but which is the correct entrance? Perhaps both. Be careful of traps inside.*

Your inventory gives access to treasures, weapons and a map. Collected treasures work automatically if they have a use, so boots will let you cross certain rivers. Of the 19 weapons available each costs you money to use, and some enemies can only be killed with specific weapons. Finally, the automatic map keeps track of your progress in the Overworld. There are specific maps to be collected for the Underworld.

▲ *In some rooms there are dangers like fire, pits and spikes which can't be passed. What you have to do to clear the dangers is kill a character found near by who controls them. Here you place a ladder to get across.*

◀ *You have to chat to many characters to find various clues. These take the form of bearers of some sort, and may leave useful items or point you in the right direction after a chat.*

▲ *Slated monsters have a good chance of leaving behind a jewel or energy token. Jewels relate to currency and can be used to buy important items from Merchants.*

ALTERNATIVE

GAME GEAR

■ Defenders of Oasis

■ Sega/£34.99

This is one of the finest RPGs on any handheld. There are loads of characters and an excellent menu system chugs the whole thing along.

■ ISSUE 137: 89%

● **GAME BY** PHILIPS INTERACTIVE ● **CONTACT** PHILIPS INTERACTIVE (081-331 1605) FOR INFORMATION

WORK IN PROGRESS

LITIL DIVIL

■ CD-i
■ ARCADE ADVENTURE
■ £27.99 ■ OUT AUGUST
■ AMIGA AND PC VERSIONS ALSO AVAILABLE
■ NO OTHER VERSIONS PLANNED

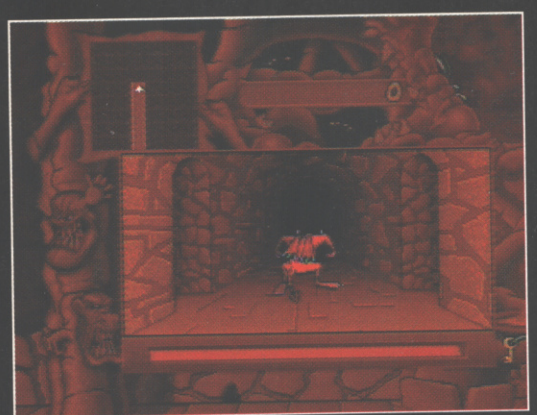
Devilsh denizens descend on to Philips' CD-i – can it live up to the excellent PC version of the game?

Most people's quest for pizza ends with you trying to persuade the Pizza Hut delivery bloke to let you off a quid because because your Pepperoni Feast's turned up a minute late, but for Mutt the devil it's a completely different ball game. He's been sent into the nether regions of hell to tackle the unnamed horrors which lurk there – all in the name of deep pan dough and mozzarella.

The result is an arcade adventure which combines generous amounts of joystick juggling with plenty of puzzle solving. The basic game adheres to the other versions, although the CD-i's Digital Video cartridge gives it a cartoon intro and plenty of cut sequences. The game also marks Philips' move towards the software mainstream: all the firm needs to do now is get a few bigger names under its belt so it can start moving out of the void of unplayable games and build up a library of really decent titles.

▲ *Here you have to gas the big spider with bug spray while stamping on its offspring.*

▲ *Mutt only has a limited amount of energy, and when that runs out his quest is over.*



▲ *Much of the gameplay consists of exploring the massive levels, which isn't easy thanks to pits, flame throwers and the numerous creatures which live there.*

▶ *The puzzles you encounter range from elementary to downright difficult – your joystick skills are also taxed to the limit.*

The game starts with a neat cartoon intro. It's purely cosmetic, but you don't have to pay any more for it, do you? It shows Mutt getting the shortest straw and having to go out on the scab for food. A bit like Saturday night out with the lads.

● ORIGINAL GAME BY GREMLIN ● CONTACT PHILIPS (071-331 1605) FOR INFORMATION

WORK IN PROGRESS

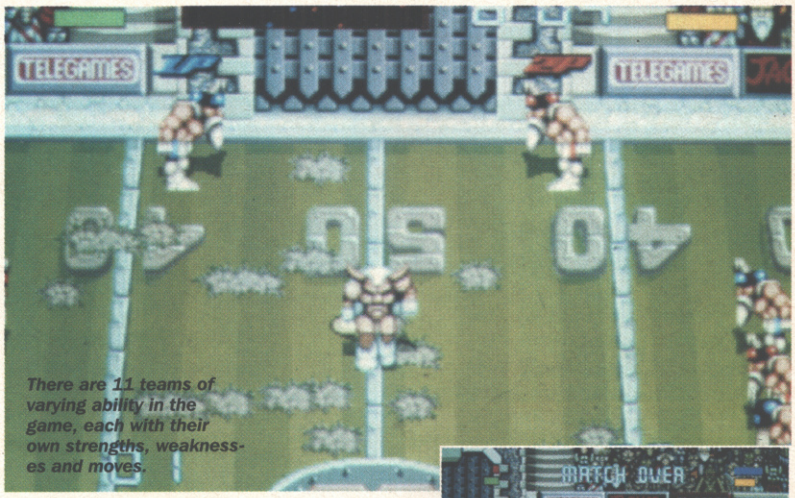
BRUTAL SPORTS FOOTBALL

■ JAGUAR
■ SPORTS
■ £54.99 ■ OUT JULY
■ AMIGA VERSION AVAILABLE
■ NO OTHER VERSIONS PLANNED

Hit the pitch harder than an Ambrose fast ball and more aggressively than a Fashanu elbow in the Jaguar's first sports game...

Some sports are played by gentlemen, others by large women with short haircuts. Some are played by massive, well-armed slavering beasties, such as the latest violent sports sim to hit the home, Brutal Sports Football – and after appearing on floppy, it's set to show its face on the Atari Jaguar.

The game is based on American Football, but the players don't use any cop-out wimpish padding; they believe in the old adage that the best defence is a good offence. That, coupled with the fact there are no rules, means this is one violent sport. This is a first in several ways, it's the first third party Jaguar release, the first Jag sports game (our sources tell us Kick Off 3 on Jaguar won't be out before it) and it'll be the first Jaguar game to enjoy a simultaneous world-wide release. We should see it hit the shelves in the third week of July, so look out for the review here next ish.



There are 11 teams of varying ability in the game, each with their own strengths, weaknesses and moves.

If you're one of the few people with a second Jag joypad, you'll be able to take on a mate in the head-to-head challenge.

All these big weapons are one thing, but we bet none of these Brutal guys would last a minute with top England rugby geezer Brian Moore.

Although it's fun to grind your opponents into the ground, it doesn't earn you any points. But who really cares, as long as you prove your overall excellence when it comes to the old art of scrapping?

When the final hooter sounds the losers will be lucky to have any players actually left standing. Obviously the winners have been taking a few pages out of the Wimbledon training manual.

No wonder this guy's smiling. His team's just won with a decent score and has claimed an enemy scalp into the bargain.

ALTERNATIVE

MEGA DRIVE
■ **Mutant League Hockey**
■ **EA/£44.99**
Similar to Brutal, but based on a different sport. MLH is passable as a hockey game, but it's the quirky humour which makes it playable.
■ **ISSUE 149: 80%**

● **CONTACT** TELEGAMES (0533 813606) FOR INFORMATION. ● **NUMBER OF PLAYERS:** ONE OR TWO

BRITAIN'S BUBBLIEST AND BEST-SELLING SEGA MAGAZINE!

WITHOUT BEING TOO MODEST, MEAN MACHINES SEGA IS THE HOME OF THE EXCLUSIVE. IT'S FIRST FOR NEWS, PREVIEWS, REVIEWS AND GOSSIP — EVERYTHING THE DISCERNING SEGA OWNER NEEDS, IN FACT. GET THE COMPLETE GAMING PICTURE — GET MEAN MACHINES SEGA...
OUT THE 30TH OF EVERY MONTH.

MEAN MACHINES SEGA

WORK IN PROGRESS

FLASHBACK

■ MEGA-CD
■ PLATFORM/PUZZLE
■ £UNCONFIRMED ■ OUT JULY
■ AMIGA, PC, MEGA DRIVE AND SNES ALSO AVAILABLE
■ NO OTHER VERSIONS PLANNED

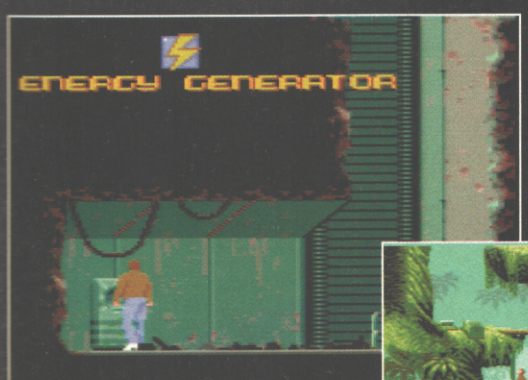
One of the finest platform games ever gets ready to step into the domain of the Mega-CD...

The Mega-CD is a lot like the CD-32, it's starting to get quality games, but at the moment they seem to be straight ports from either the Mega Drive or Amiga. For Flashback on CD expect the usual enhancements like CD audio and music. Naturally enough there'll be a rendered intro, which looks stunning. That Silicon Graphics look will pop up throughout the game too, for instance whenever Conrad picks anything up. Despite being considered good in their own right the old style cut-aways look old and crinkly compared to the new rendered ones.

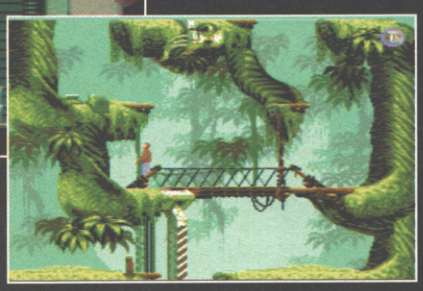
If you're not familiar with the game the story goes like this: you take on the role of Conrad Hart, who's discovered a clone politician that was created by aliens. The aliens catch up with Conrad, format his memory and dump him on another world (sorry!). Your mission will be to help Conrad get his memory back and somehow return him to his own world. Find out if it's a mission worth completing in the next exciting instalment of CVG.

▲ Welcome to the jungle; watch as Conrad fluidly animates through the creepers.

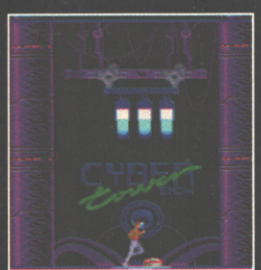
▲ Rendered images replace the standard graphic cut-aways found in other versions of the game and lovely they are too.



▲ This energy generator is used to recharge your shield. The game's tough so you'll find yourself coming back here quite often.



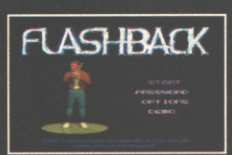
▼ Looks like the Mega-CD is going to get a sound conversion of Delphine's classic animated platformer.



◀ Flashback is a platform/puzzler type game where you have to mix jumping around platforms with object manipulation and puzzle solving.

FILL THAT DISC!

As you'd expect from a CD machine there'll be a great bunch of rendered images. Here's a look at some of them.



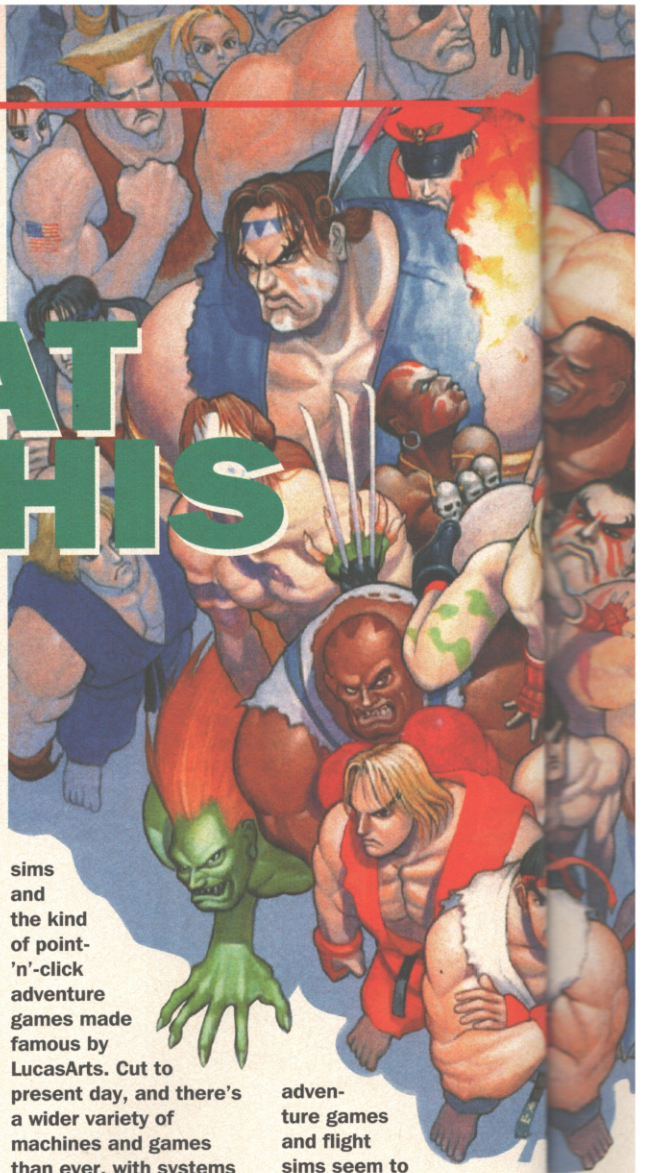
OTHER VERSIONS

If you've got a Mega Drive or a SNES, and like the look of this game then go for it. Both versions are brilliant, but be warned: it's taxing stuff for a platformer!

MEGA DRIVE
● ISSUE 138 ● 94%
SNES
● ISSUE 146 ● 89%

● GAME BY SONY ● CONTACT SONY (071-734 5151) FOR MORE INFORMATION

DON'T PLAY THAT ...PLAY THIS



Beat-'em-ups are ten-a-penny on SNES, but you can't get a good flight sim for love nor money. And why is it that platforms on PC are a no-no? CVG looks at why software companies will only let you play what they want you to...

One common query we get from readers is 'I like such-and-such type of game, which machine should I buy?'. For someone looking to upgrade to a more powerful system, choosing a machine which enjoys a variety of genres is difficult enough; but for first-time buyers, making that important purchase can be a nightmare.

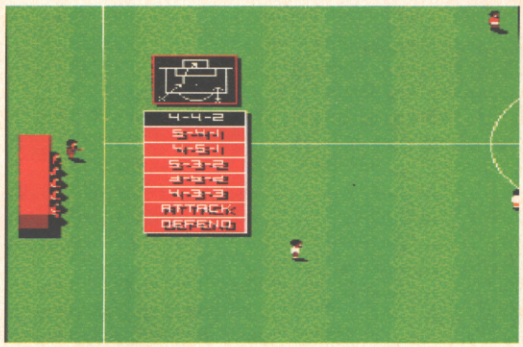
In the early days of the videogames business, it was an easy decision. With the Spectrum and C64 being the dominant formats of the early Eighties, it was more a case of what hardware capabilities you wanted for the money: the C64 was more powerful, but for £100 more it was a case of 'do I want better colour and sound, or an inexpensive way into gaming?' Plus, in those days, there were fewer genres to choose from, due to the limitations of systems at the time.

MORE – OR LESS?

As the market grew, so did the range of systems, offering more power and a new range of games, such as advanced flight-combat sims and the kind of point-'n'-click adventure games made famous by LucasArts. Cut to present day, and there's a wider variety of machines and games than ever, with systems seeming to have been built specifically to run certain types of game.

So why this state of affairs? CVG asked Tom Watson, managing director of Renegade why adventure games and flight sims seem to be the staple diet of the Amiga and PC when there are so many other genres to explore. Says Watson: "Currently, a lot of product is developed on a 'cross-platform'

Populous converted well to Sega systems, exploding the myth that only arcade games work on consoles.



Football games can cross the technological boundaries with the greatest ease, as Sensible Soccer has proved.

environment where certain styles of product are more appropriate than others. This is one of the factors that affects the selection of products and formats.'

basis, which means it's to appear on PC as well as Amiga. The result of this is that a lot of Amiga product is actually being produced in accordance to the demands of a number of different markets."

So, with the PC and Amiga being similar beasts, it's simpler to rewrite PC games for the Commodore machine. "Also," Watson explains, "the hardware itself creates an

> *"We are looking forward to creating VR worlds which are rendered on-the-fly with massive artificial intelligence"*
> Jon Norledge, VIE

GIVE 'EM WHAT THEY WANT

The thing is, just because a machine is decked out to run super-smooth shoot-'em-ups, it doesn't mean that's all it can do – those with long memories will recall that the C64, regarded as *the* machine for sprite-based gaming, played host to one of the best flight sims ever in MicroProse's Gunship. And it's still happening, with the likes of Virgin Interactive Entertainment and Electronic Arts looking to be at the forefront with Mega Drive conversions of such diverse games as Corporation, Populous 2, Theme Park. But, as Virgin's product manager, Jon Norledge, speculates, the gamesbuying public is not totally switched on to certain types of game on their machine. "I believe Virgin has provided the most varied range of game genres for the console gamesplayer. In our first year of Sega publishing we released Corporation, Mega-lo-Mania, Another World, Populous 2, Xenon 2 and Speedball 2. All of these were big hits on Amiga and contain great gameplay.' Not only that, but all those titles hold up gameplay-wise today. But, as Norledge concedes, "They are also all at the wrong end of our sales charts, below Aladdin, Cool Spot, Terminator etc."

So there are diverse titles out there, though, excluding the small amount of companies that attempt to branch out, generally firms are sticking to the Sonics and Streetfighters for console, and flight sims and graphic adventures for the floppy systems. Is it fair to the punter that only certain types of game are available for certain machines? The answer, certainly from Virgin, seems to be dictated by market forces; as Jon Norledge states, "We put a few console-type games on to the PC last year, but only Mortal Kombat sold well. This year we will release Cool Spot and Lion King but we expect most of the PC sales to be from more typical PC games."

Tom Watson, on the other hand, is more optimistic, especially with CD: "There are a number of points here.

Firstly, if you have the capacity of a CD, you should try to use it. Secondly, a lot of current CD product is aimed at older markets and therefore games that appeal to younger players are less likely to appear. Thirdly, where third-party publishing processes apply, publishers will be encouraged to differentiate between 'old' and 'new' product – why buy a CD drive if the games are the same? Having said all this, there is nothing to stop a traditional action game being published on CD and selling well – the recent success of The Chaos Engine on CD32 is a good, if partisan, example."

ONE IS ENOUGH

But what about fairness to the consumer? "As we try to publish all our games for as many machines as possible," continues Watson, "I can't comment. Suffice to say that the only reason we wouldn't publish a product for a certain format would be if we didn't think it would appeal to consumers in that market."

What the industry would prefer to see is a single system gaining overall market dominance. If that were to happen then games producers would have no choice than to cover the whole spectrum of gaming on one machine. That's the hope of firms like Renegade: "As more advanced systems come to market," says Watson, "there will be less to choose between them in terms of their technical ability and there will be less divergence between products and platforms."

> *"The hardware itself...affects the selection of products and formats."*
> Tom Watson, Renegade

A NEW DAWN

Jon Norledge of Virgin, also sees the new breed of machine as a chance to wave goodbye to old habits and head into a new era of gaming. "We see new hardware as an opportunity to enable new programs and techniques. Ultimately we are looking forward to creating VR worlds which are rendered on-the-fly with massive artificial intelligence engines providing unique gaming experiences each time you play. Guess we'll have to wait a couple of years or so – but it will be sooner than you think."

Saturn's first releases are coin-op converts – is this the start of things to come on 32-bit?

● COOL SPOT FROM VIRGIN INTERACTIVE ENTERTAINMENT IS AVAILABLE ON PC FORMAT MID-JUNE, PRICED £29.99 (SEE THE REVIEW ON PAGES 66-67)

MACHINE	STYLE OF GAME	TYPICAL GAME	UNTYPICAL GAME
MEGA DRIVE		Sonic The Hedgehog Mindless platform action tends to be the norm.	Populous A Mega Drive game requiring thought!
SNES		Streetfighter II The sort of game the SNES was made for.	Theme Park Strategy ahoy! Not a ninja or platform in sight.
AMIGA		Secret of Monkey Island 2 Involving software is what the Amiga tends to get these days.	Statix A rare puzzler to idly while away the hours with.
PC		Gunship 2000 Flight sims are bread and butter PC product	Cannon Fodder A high-action arcade game rarely seen on PC.
GAME BOY		Warioland Typical on-the-train pick up and play software.	Zelda: Link's Awakening Incredibly absorbing RPG with unusual GB depth.
GAME GEAR		Robocop vs Terminator No need for brainpower here.	Micro Machines Who's ever heard of two players on one Game Gear?
CD32		Sensible Soccer Generally the home of shovelware arcade titles.	Simon The Sorcerer An upgraded adventure complete with sampled speech.
CD-i		Kether Graphically pleasing yet unrewarding blast.	Hotel Mario Not the sort of machine you'd expect to find a platform game on.
3DO		Crash 'n' Burn Limited gameplay and pointless FMV.	John Madden's Football An enjoyable, 'real' videogame for a change.
JAGUAR		Tempest 2000 Unusual titles like this are the norm up to now.	None as yet. Fingers crossed, the Jag will cover the whole spectrum of games.

KEY

1. SHOOT-'EM-UPS
2. BEAT-'EM-UPS
3. SIMULATIONS
4. SPORTS GAMES
5. ADVENTURE GAMES
6. PLATFORM GAMES
7. PUZZLE GAMES
8. STRATEGY GAMES
9. COIN-OP CONVERSIONS

● GAMES THAT JUST WOULDN'T WORK: LOST EDEN ON SPECTRUM; MANIC MINER 2000 ON 3DO; VIRTUA RACING ON GAME GEAR; RAIDEN ON JAGUAR (DOH!)

MEET THE CREW

This is the time of month when we sit in the office chained to our desks while our publisher, Dr D'Eath, cracks the whip. So you can't really blame us for wishing we were someone else. And that's the ultra-tenuous link for our Meet The Crew Dead Celeb Special.

PAUL Elvis is Paul's hero – a fact that we at CVG can't escape from. "Eeh, he was great he was, they called him the king, y'know." Drawls Paul. Unfortunately for Paul Elvis didn't have ginger hair like him and did have a modicum of talent when it came to crooning and dying on toilets in a big nappy. Anyway, we all know Elvis is still alive and is being held prisoner by Colonel Tom Parker and his army of undead warriors at the North Pole.

GARY "Errol Flyn is the guy I'd want to be. Anyone who can swing through Sherwood forest, fight his way through an army and tap-off with Maid Marion while wearing green tights deserves maximum respect." Yes. Word-up Gary. We think he just likes hiding behind trees then leaping out to scare little children while wearing Pretty Polly 15 Denier specials.

JULIE Being a fan of not doing much, Julie would liked to have been Egyptian ruler Cleopatra. "I'd be able to boss people around, bathe in peeled grapes, eat asps' milk and ride camels and everything. Then I'd get 10,000 greased and bare-chested slaves to build me a massive pyramid; then I'd get them to knock it down and build it again to show that I'm in charge." A bit like a normal day in the office, really.

RIK Never one to follow convention Rik decided to be Flipper the Dolphin, the aquatic kid's TV star from the Sixties. The reason for this? "I like the sounds they make man." The rest of the team reckon he'd be one skinny dolphin though, as there's a distinct lack of burger bars under the ocean waves, and Rik hates fish!

DENIZ There's always one sad case in the bunch, in this instance it's Deniz wanting to be Bruce Lee. "Bruce was great, he could do everything. He'd be even better if he had a hat like mine." To prove a point we dragged Den into the car park for a solid kicking just to show he's not at all like his deceased hero. Don't worry readers, we left his fingers intact so he can continue to produce high-quality reviews.

MARK "It'd have to top acting bod Slim Pickins. What a guy, what a clever play on words his name is." For anyone who doesn't know Slim specialised in playing sad fat Texans in disaster movies, with his career peaking in the Poseidon Adventure. And the fat bit's appropriate.

PETREA Being Australian, you'd expect Petrea to go for Aussie criminal celeb Ned Kelly. But no, she's a cake-fiend at heart and would have loved to have been Marie Antoinette. "She was one neat Sheila who sure knew how to put those peasants in their place. Yeah, she was class and didn't have to go robbing for a living like my ancestors."

STEVE Not being what you'd call sane, Steve would like to have been Caligula – the notorious mad Roman ruler. "I always liked the idea of lying down and being waited on constantly – generally having a good old toga time." What Steve fails to mention is that Caligula also wanted to marry his horse and tried to invade Britain without giving his troops boats to cross the channel with. Doh!

3DO

ARCADE STRATEGY

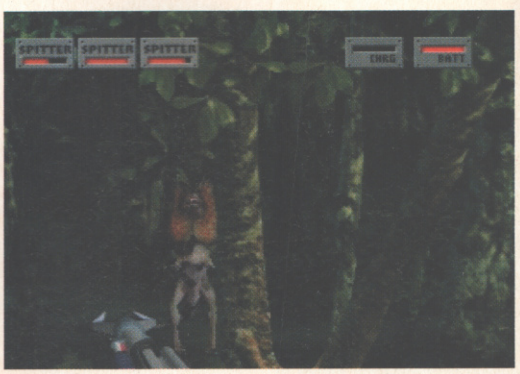
£50 OUT ON IMPORT

- SNES, MEGA DRIVE, AMIGA, PC, NES, GAME GEAR, MEGA-CD VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED

Dinosaurs ruled the Earth 65 million years ago – but do they rule the 3DO software scene in 1994?

The best film ever made, might be some people's opinion of Steven Spielberg's dinosaur spectacular, Jurassic Park. The real hook of Park is, of course, the chance to see what might as well be real dinosaurs walking the Earth again after 65 million years of extinction, thanks to the discovery by John Hammond's InGen Corporation of a technique allowing dinosaur DNA to be retrieved from prehistoric insects encased in amber.

That's the plot of the film, and the 3DO game runs pretty close. Computer technician Denis Nedry has switched off the power to the park in order to escape with a batch of dinosaur embryos which he plans to sell to a rival corporation. Unfortunately, the switching off of the mains results in total system failure, allowing the dinosaurs of Isla Nublar to escape their captivity and roam free. You play the role of a systems supervisor who, using the park's main computer system, must guide the park's guests to the safety of the heliport. Once that's out of the way a distress signal has to be sent to the mainland warning them about the dinos. Sounds tricky, and it was in the movie. What about the CD game, though?



▲ *You've ran into a herd of Dilophosaurs or Spitters as they're known in the game – and they're not happy with your intrusion into their patch. Luckily, you have a Tazer which emits powerful bursts of electrical current, to stun and eventually kill them. The Tazer's battery is limited, however, so don't keep it permenantly charged or it'll run out all too quickly.*

▲ *Click on one of the character icons to move them across the island.*

● GAME BY UNIVERSAL ● CONTACT RAVEN GAMES (081-663 6810) FOR IMPORT COPIES

JURASSIC PARK

Not only does Jurassic Park score CVG brownie points by incorporating the absolutely brilliant John Williams title track from the movie, it also has a good-looking digitised FMV sequence lifted straight from the movie.

1. This will be very familiar to those who have seen the film...

2. Which, considering the amount of cash it took, is all of you.

3. Taken from about a quarter of the way into the film...

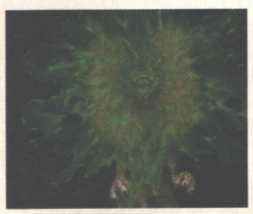
4. The sequence shows the good doctor Grant et al being taken to the park.

5. It's all quite jerky when it's running to be honest...

6. And there's no dinos to be seen either. Boo.

Remember this bit from the film? Of course you do; the Tyrannosaurus Rex has spotted you trying to escape in the jeep, and naturally it wants to eat you. So put the pedal to the metal and hot-foot it out of there. Yee-ha!

Get spat at by the Dilophosaurs too many times and you'll go blind, as indicated by the darkening of the screen, and then they'll jump you.



It's not a good idea to hang around in the race against the Raptors, otherwise they'll take you apart.

Play a selection of sub-games to bump up your security status. Unfortunately, they're all souped-up versions of very basic games like Space Invaders.

OTHER VERSIONS

While Ocean's Nintendo versions were worth a look, Sega made a hash of the Mega Drive version, which ended up a basic platform game with scruffy sprites.

MEGA DRIVE
● ISSUE 142 ● 65%

SNES
● ISSUE 144 ● 87%

NES
● ISSUE 144 ● 82%

GAME BOY
● ISSUE 144 ● 89%

AMIGA
● ISSUE 144 ● 89%

SECOND OPINION

The 3DO version of Jurassic is an interesting enough departure from earlier versions of the dino epic, and the intro is reminscent of the film; I say 'reminiscent' because you don't actually get to see any of the beasts in all their FMV glory. The amalgamation of games help sustain your interest, but their whole does not a full game make. The shooting and driving elements are too ordinary and the Doom-like walkabout section is the only noteworthy and atmospheric moment.

GARY LORD

VERDICT

3DO

While there are some interesting sub-levels to tackle and the basic gist of Jurassic Park is sound, the whole thing's badly implemented. It doesn't feel like you're playing a game, more a compilation of titles which don't hang together well. The best part has to be the Doom/Alien v Predator race against the Velocirraptors, but even that gets dull because there's so little to do. A great idea, it just hasn't come off. Stick to the movie – you see more dinosaurs.

PAUL RAND

GRAPHICS	78
SOUND	81
PLAYABILITY	55
VALUE	63

OVERALL

65

A ROARING SUCCESS ON 3DO?

HUNDREDS OF THOUSANDS OF DOLLARS WORTH OF 'GO-MOTION' ANIMATION WERE REMOVED FROM THE MOVIE, IN FAVOUR OF THE STUNNING COMPUTER GRAPHICS USED IN THE FINISHED FILM.

■ 3DO
■ ARCADE ACTION
■ £49.99 ■ OUT ON IMPORT
■ AMIGA, SNES, MEGA DRIVE AND PC ALSO AVAILABLE
■ NO OTHER VERSIONS PLANNED

ANOTHER WORLD

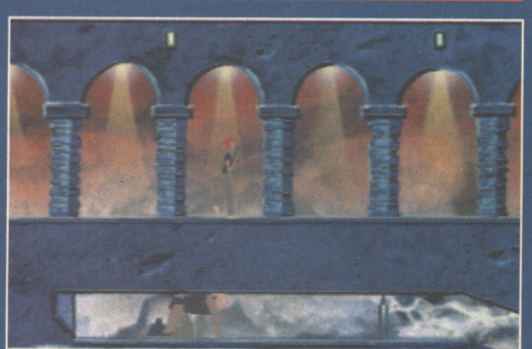
CVG HIT!

Delphine's original and best arcade adventure makes a welcome appearance on Trip's baby...

It's hard being a molecular scientist. Experiments can go wrong, and when they do the consequences can be dire. You could create a new plague which wipes out the population. You could destroy a block of buildings in a huge explosion. Or you could, as has happened to one Lester Chaykin, rip a big hole in the fabric of space/time and find yourself trapped on a hostile alien planet.

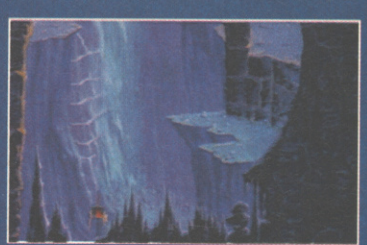
Another World should be familiar to gamesplayers – after all, it has appeared on almost every system imaginable. The game was originally written by Delphine, who went on to create the brilliant Flashback, and who are busy putting the finishing touches to Another World sequel, Heart Of The Alien. It was also the first platform-style game to use polygon-based characters instead of sprites, it's gone down a storm on every machine it's been released on. The 3DO version is pretty much the same as the others bar a few cosmetic differences, so you're guaranteed an enjoyable game.

▲ This rock needs to be shot at its base to tip it up, allowing you an escape route later on when the cavern floods.

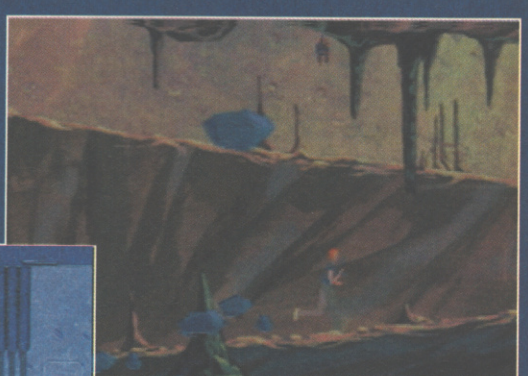


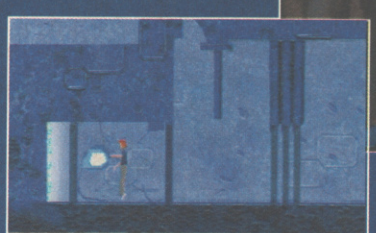
▲ Don't worry about Buddy, crawling along that tunnel beneath you. He can find his own way out.

▲ Buddy's been captured, but not before he's deposited you in the maze of alien tunnels. Crawl through, avoiding the long drops and killer steam sprays.



◀ Lester tried to jump across the broken bridge. As you can see, he failed abysmally in his attempt and ended up skewered on the stalagmites below. Shame.

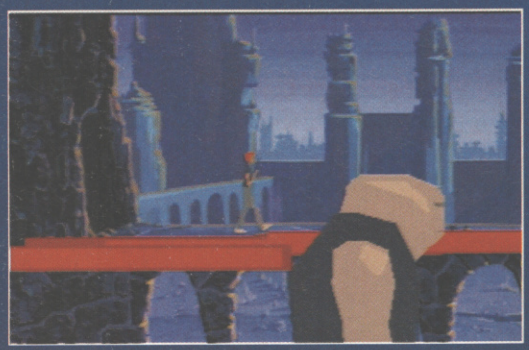




▲ One of the hardest parts of the game is this almost random boulder fall. Stand underneath one and you're crushed.

3DO SOFTWARE COMES OF AGE!

● GAME BY DELPHINE ● CONTACT RAVEN GAMES (081-663 6810) FOR IMPORT COPIES.



▲ The big difference in the 3DO version compared to the others is the inclusion of hand-painted, digitised backdrops to add an eerie, alien planet-type feel. The alien in the foreground is Buddy running away from his enemies.

◀ The alien death sequences are neat. Shoot them once and the flesh is stripped from their bones. Shoot a second time and the skeleton explodes!

SECOND OPINION

The most challenging game on the 3DO. That's not to say that it's difficult – because it isn't – just challenging. As one of the first games to use rotoscoped animation you can expect some very realistic movements on your character. It's basically identical to all the other versions, but there are backdrop graphics and an atmospheric soundtrack to compliment the action. It's a fine game, but Interplay should have added a bit more to the challenge. I expected more.

■ DENIZ AHMET

THE BEGINNING BIT

The start of the game takes a little time to get past, so here's a quick 'n' easy CVG lesson...

1. Crawl out of the pool before the tentacles of doom grab you and haul you down.

2. Phew. Where to now? And what's that big creature howling in the distance?

3. Squash those poisonous worms underfoot. There they are, crawling around on the floor.

4. Blimey! It's a big 'un close-up! Better run away quickly before it gets hungry.

5. Now the idea is to run right to the end, leap for a vine and swing to safety...

6. But we thought it'd be better to show you your fate if you foul this section up. Gumph!

3DO INTRO A GO-GO

Surprisingly, Interplay has kept the original polygon-based animated intro. Mind you, that's no bad thing in itself since it's excellent, and the addition of a CD soundtrack adds even more to the atmosphere of the world.

1. Park your Porsche...

2. Sit down to work...

3. See lightning strike your building...

4. Watch the lightning rush up the wires..

5. And get blasted to Another World!

■ VERDICT

■ **3DO**

Another World is a brilliantly playable game on CD, possibly the best 3DO game available. Full of beautiful graphics and stunning sound, and the gameplay isn't as linear as you'd expect. On the other hand though, the game doesn't last – it's challenging enough, but you'll find that it'll be a title quickly completed because there aren't enough screens – you'll probably get a fortnight's play at best. Short-lived but enjoyable, and that's the best description of Another World.

■ PAUL RAND

ALTERNATIVE

MEGA DRIVE

■ **Flashback**

■ **US Gold/£40.00**

Delphine's acclaimed follow-up; a more traditional arcade adventure with excellent gameplay and stunning rotoscoped graphics.

■ **ISSUE 138: 94%**

OTHER VERSIONS

The Sega and Nintendo versions went down an absolute storm with the CVG boys upon their release. They still hold up well today, although they're over far too quickly.

SNES
● ISSUE 133 ● 95%

MEGA DRIVE
● ISSUE 134 ● 95%

■ GRAPHICS	88
■ SOUND	90
■ PLAYABILITY	91
■ VALUE	85

OVERALL ■

90

★ DELPHINE'S FORERUNNER TO ANOTHER WORLD WAS THE EQUALLY EXCELLENT ADVENTURE FUTURE WARS. IT CAME OUT ON THE AMIGA SEVERAL YEARS AGO AND YOU CAN STILL FIND IT KNOCKING AROUND ON BUDGET.

THE JUNGLE BOOK

■ SNES/MEGA DRIVE
■ PLATFORM
■ £49.99/£39.99 ■ OUT NOW
■ GAME BOY AND NES ALSO AVAILABLE
■ PC VERSION PLANNED

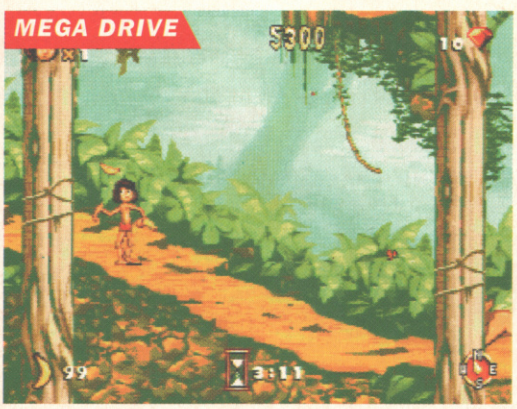
Read the book, watch the film, buy the vid and now play the game...

There's no getting away from the fact that Disney has contributed something quite magical to all our childhoods, and it'll continue to do so as long as there are children. Anyway, severe mawkishness aside it's really no surprise, then, that we can now play the games. If a classic is indeed timeless then Virgin is probably on to a real winner with the Jungle Book licence.

You play Mowgli, jungle boy, who's trying to find his way home to the village. As a computer game character he works very well, with his seemingly elasticated animated body letting him leap and swing across the screen. A sizeable chunk of the gameplay is based on exploring the jungle, but there are also many enemies out to cause trouble, although you can deck 'em with a well-aimed banana. There might not be anything new on offer, but the execution is nearly faultless. All it has to do now is measure up to Aladdin...

▲ *Boulders are always there for a reason. You can push these over dangerous gaps or stand on them to jump higher.*

▲ *There are loads of hazards to watch out for, like these bees which get rather stressed if you stray too close.*



▲ *Leave Mowgli alone for even a split second and he'll go through all manner of poses, like juggling bananas as shown here.*

▲ *The graphics on the SNES version are better quality than the Mega Drive's. Probably.*

The elephants are your restart points. If you touch them they'll plant a flag into the ground and that's where you'll carry on from if you lose a life. ▼

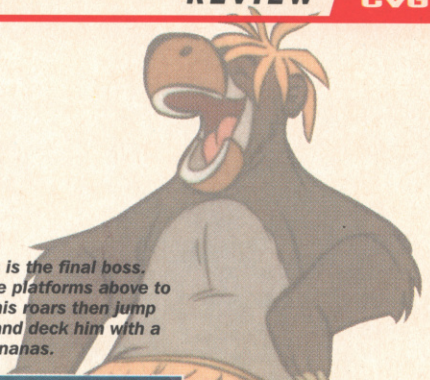
◀ *You can jump on various creatures and use them to fly across the screen to new platforms, which is sometimes the only way to advance.*

BANANA SPLIT

● **GAME BY** VIRGIN ● **CONTACT** VIRGIN (081-960 2255) FOR INFORMATION. ● **CART SIZE** (BOTH VERSIONS): 16MEGS
● **ONE PLAYER** GAME ONLY

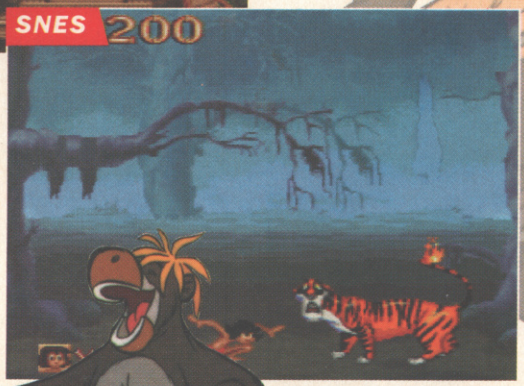
SNES 100

▲ Here's one of the bosses. It has to be said that they're a bit too easy to beat in the SNES version.

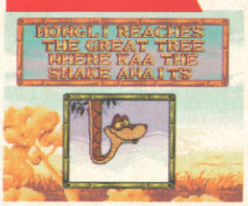


▼ This is the final boss. Use the platforms above to avoid his roars then jump down and deck him with a few bananas.

SNES 200



MEGA DRIVE



▲ Ooh, it's just like reading the book. After each level, another chapter of the story is revealed.

MEGA DRIVE

◀ The holes in the trees act as a lift and each one transports Mowgli to a different part of the level.

▼ Vines which stretch across gaps can be walked over or use to swing Tarzan-style across gaps.

MEGA DRIVE

◀ Being born in the jungle, the lad Mowgli is a dab hand at the old rope swinging. It's just as well, as vine leaping plays an important part in the game.

SNES 400

VERDICT

MEGA DRIVE

Like Aladdin, Jungle Book has vibrant graphics with lots of great little touches like the way leaves fall off the trees when you brush against them. I think the SNES graphics are better, although the sound is much stronger on the Mega Drive (I love that rag number!). As a game it plays along a similar line to Aladdin and unlike many others, there's a great sense of freedom in the levels and a large variety of objects to collect. Overall it's great fun but a little too easy.

RIK SKEWS

GRAPHICS	84
SOUND	86
PLAYABILITY	84
VALUE	75

OVERALL

80

VERDICT

SNES

Like Cool Spot and Aladdin, Jungle Book benefits from a versatile central character. It's polished in every area and the structure of the levels gives you plenty of routes to discover. Like Aladdin however, I would stress that JB is on the easy side and once completed there's no reason to go back again. It would also have been nice to see more use made of collectibles. Still, I prefer this to Aladdin and that was a chart topper, and this could go the same way.

DENIZ AHMET

GRAPHICS	88
SOUND	77
PLAYABILITY	83
VALUE	78

OVERALL

78

OTHER VERSIONS

A very challenging, if frustrating game which is different in structure and layout to the 16-bit versions. The graphics are well defined and large, and the difficulty means this will last you for a long time.

GAME BOY
● ISSUE 150 ● 87%

COMING SOON

PC
Jungle Book
Virgin
Platform games are possibly not the best genre on the PC, but this one is looking very smart and not too different to the cart versions. No major differences are expected at this stage.
EXPECTED RELEASE: OCTOBER/NOVEMBER

● APPARENTLY (ACCORDING TO RAND'S LITTLE BRUV'S BOOK OF FASCINATING FACTS) THERE ARE REAL LIFE MOWGLIS. ONE SUCH LAD, WHEN FOUND, COULD ONLY WALK ON ALL FOURS, BUT HE COULD GET UP TO SPEEDS OF UP TO 15 MPH, AND 20MPH WITH THE WIND WAS BEHIND HIM

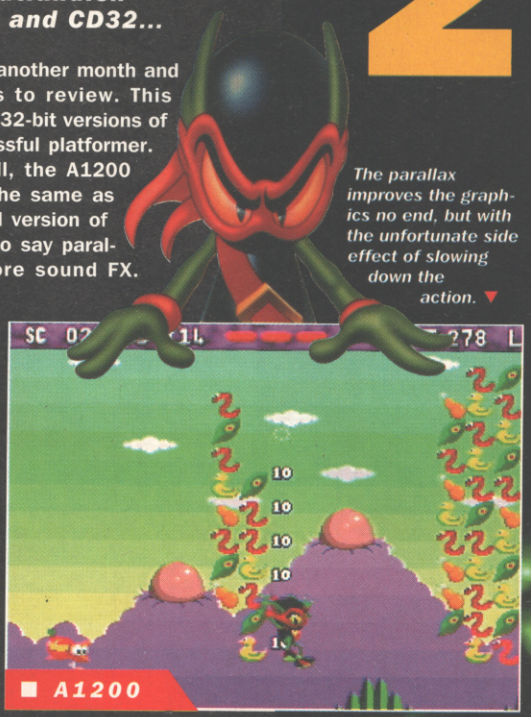
ZOOL 2

■ A1200/CD32
■ PLATFORM
■ £25.99/£29.99 ■ OUT NOW
■ AMIGA VERSION AVAILABLE
■ PC VERSION PLANNED

Zool, the ninja from the Nth dimension returns; and this time he's brought his bird – Zooz – along for an enhanced and outlandish jaunt on the A1200 and CD32...

Here we are again, another month and more Zool games to review. This time round it's the 32-bit versions of Gremlin's massively successful platformer. So what's new then? Well, the A1200 improvements are much the same as they were in the enhanced version of the original game. That's to say parallax backgrounds and more sound FX. Exciting huh?

The CD32 enhancements are more substantial however. CD music, Silicon Graphics littered all over the place, tasty intro sequence, and... (wait for it!) a brand new level which hasn't been seen on any other format as yet! For us though, the most welcome improvement is the lack of painfully long loading on the CD version, something that was really annoying on the floppy versions.



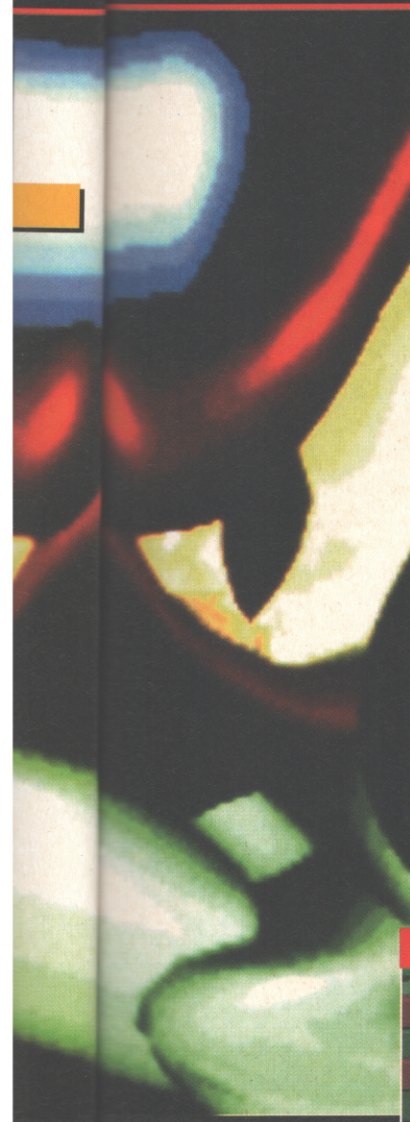
The parallax improves the graphics no end, but with the unfortunate side effect of slowing down the action. ▼

ZOOL IN A ZOOT SUIT

This game allows you to choose Zooz, Zool's female companion. Although she has a different range of moves, all round they're better than Zool's. ▼

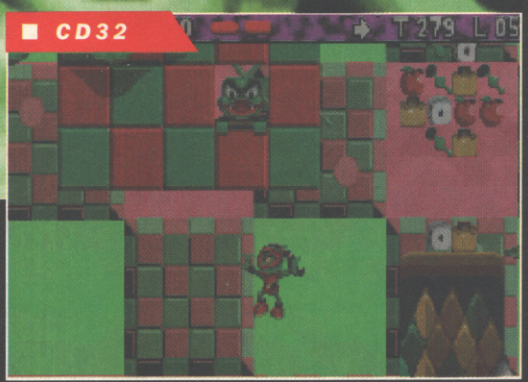
▲ *Zool 2 offers much bigger levels than the first game, but sometimes this can make them seem a little too long and sprawling.*

Looks new huh? That's because it's the new level, Paper Plains. It's good fun but doesn't have a baddy to defeat at the end, which is something of a let down. ▼



◀ *What is this chilling obsession with icy levels in platform games? It's really irritating when you slip all over the shop.*

▲ *Ooh wah! It's the last level and you're nearly upon Mental Block. Scary huh!*



▲ *The music on the CD32 version is excellent as you can't see here. Check out the Tooting Common level for a wickedly funky Egyptian number.*

VERDICT

CD32

The best Zool game I've seen. Short loading times make all the difference, it now feels more like a console game. Sticking the new level at the start is a good touch as CD32 owners rarely get a chance to show off anything new. Decent graphics, wicked CD music, and good joypad control makes this is an essential platformer.

RIK SKEWS

GRAPHICS	85
SOUND	90
PLAYABILITY	84
VALUE	81

OVERALL

85

VERDICT

A1200

OK, so Zool's pretty good fun and has great control, but if you don't like the sort of game where you rush around collecting tokens then you may want to try something else. The slack loading time and game-slowing parallax scrolling destroys the flow of the game, and can get annoying. Maybe I'm just too used to console platformers though.

DENIZ AHMET

GRAPHICS	82
SOUND	84
PLAYABILITY	81
VALUE	79

OVERALL

80

OTHER VERSIONS

Although there is no parallax in the A500 version, it's all the better for it. There's no slowdown you see. Apart from that, this is just the same as on the A1200.

AMIGA

● ISSUE 146 ● 87%

COMING SOON

PC

No concrete details on this one as yet but apparently it'll be quite a radical overhaul with a redesigned Zool sprite for starters. More news soon.

EXPECTED RELEASE: SEPTEMBER

TASTY INTRO TIME

Like any CD game worth its salt, Zool 2 features a gorgesome rendered Silicon Graphics intro sequence.

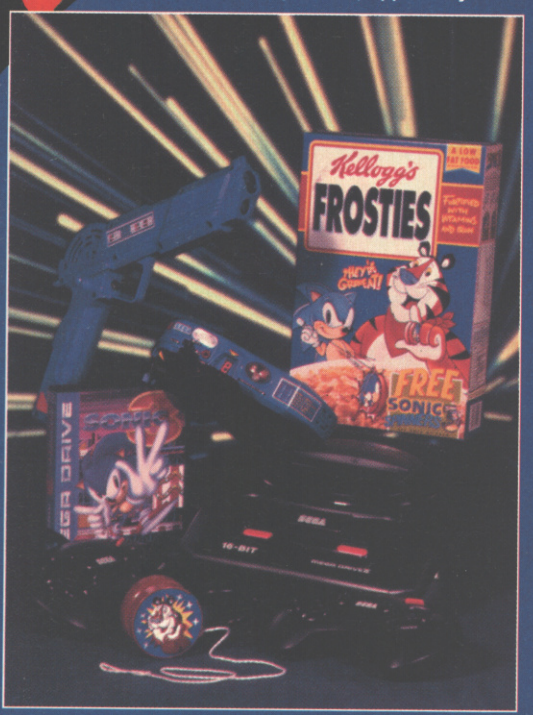
● INTERESTING FACT NUMBER 356.4: THE MARKETING PEOPLE AT GREMLIN ARE A TALENTED BUNCH. ONE OF THEM DOUBLES UP AS A MANUAL WRITER, WHILE ANOTHER IS A MUSICIAN!

KELLOGG'S IN A SPIN OVER SEGA

Recognise the fella on the right? Yes it's Tony, the Frostie-eating tiger who has enthused through many of our childhoods on the fact that the sugar-coated flakes of corn are, well... "Great", or to be more precise "They're Grrrreat".

And what has this orange icon got to do with the little, blue spikey one? Well it's 'cos Tony has teamed up with Sonic to bring you a set of four Sonic Spinners, in four rather nifty designs, featuring Tony, Sonic, Tails, and not forgetting Dr Robotnik of course. And these aren't just any old Spinners, oh no, they're special 'light-up-as-it-travels-through-the-air-and-do-loads-of-tricks' Spinners.But we're not just giving away Spinners, as Kellogg's Frosties is offering two lucky readers the chance to win: a Mega Drive, a copy of Sonic 3 a Sonic Spinner, plus a Sega 'Lock-On' (Lazer Quest game).

If you don't win though, then you can get hold of a Sonic Spinner for the cost of a first class stamp and by munching through enough Frosties to glean eight tokens from the packets, apparently.



To win just answer us these two easy questions:

1. What does Sonic the Hedgehog collect in his games?
A. Kellogg's Frosties
B. Rings
C. Tigers

2. What sort of animal is Tails, Sonic's best buddy?
A. A skunk
B. A Racoon
C. A Fox

Send your entries to: Kellogg's Frosties Compo, CVG, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for all entries is 15 July.

● Employees of EMAP and the prize providers, their families and friends are not allowed to enter. The editor's decision is final and no correspondence shall be entered into.

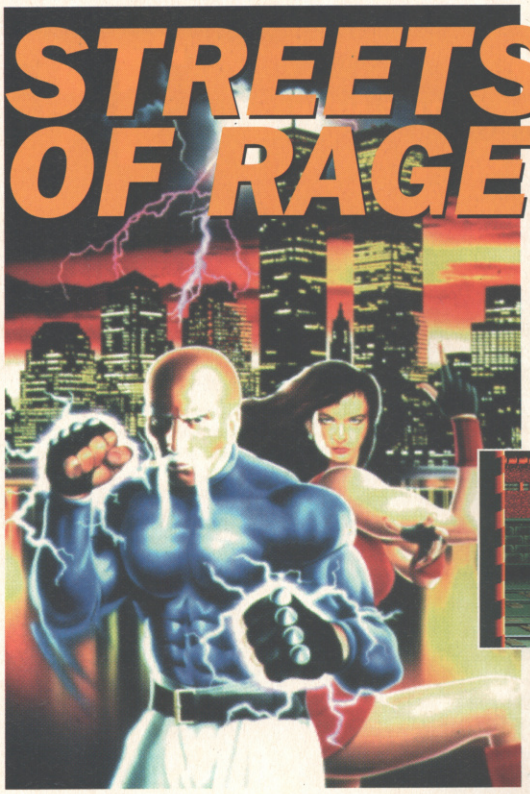
STREETS OF RAGE 3

■ MEGA DRIVE
■ BEAT-'EM-UP
■ £59.99 ■ OUT NOW
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

The continuing story of Axel and Blaze. This time, though, they're packing a 24 Meg punch...

Along with jolly old Sonic, the Streets of Rage games have been one of the major success stories for Sega over the last couple of years. Now, in grimy old 1994 comes the latest instalment and with big cartridges being all the rage, this one weighs in at a hefty 24Meg.

We're often told that size isn't important though, so apart from the large variety of graphics and the seemingly endless range of techno tunes what's new this time round? Well, Axel and Blaze are back, but there's no sign of Max and Adam. Instead there's Zan, a self-built research scientist (bet God would be interested in that) and Sammy, a skating whizkid. The gameplay remains much the same though, with plenty of horizontally scrolling beat-'em-up action to plough through.



▲ *Skate kicks some enemy butt with his special move.*

▲ *Axel Stone dishes out some anger and bloody noses to the bad guys.*

▲ *First seen in the original Streets of Rage game, the ability to grab someone and throw them has been reintroduced. Watch out though, because the enemies can do the same to you! You can also grab each other, which is useful for dishing out more damaging moves. They look smart too!*

▲ *New boy Zan seems to be getting trashed in most of the pictures! A researcher who has cyborg and supernatural powers, he's a great character to play, so you won't find yourself resorting to the old characters after a few games.*

▲ *It's not all mindless beat-'em-up action you know. There's sections when the aim is to avoid rather then destroy.*

▲ *Streets of Rage 3 is 24 Meg so you'd expect graphical variety and boy you get it. The effect is partly lost though, because most of the characters fight in the same way.*

▲ *The evil dragon guards seem only too happy to let you try out your extensive range of fighting moves.*

■ VERDICT

■ MEGA DRIVE

As with the Sonic games, Sega has managed to find a winning formula and stick to it. Thankfully the new characters are fun to play (especially Zan) so you shouldn't find yourself relying on your old favourites. The graphics and sound are well polished, as is the whole game but I don't think Sega will be able to get away with a fourth game unless it's radically overhauled, it's just too similar to the previous versions. Good stuff but Streets of Rage 2 was better.

■ RIK SKEWS

■ GRAPHICS	84
■ SOUND	85
■ PLAYABILITY	80
■ VALUE	81

OVERALL

82

ALTERNATIVE

SNES
■ Final Fight 2
■ Capcom/£69.99

The Streets of Rage series is clearly influenced by this arcade classic and this fine conversion is also a great tribute to that excellent beat-'em-up, and no mistake!

■ ISSUE 140: 83%

● GAME BY SEGA ● CONTACT SEGA (071-373 3000) FOR MORE INFORMATION

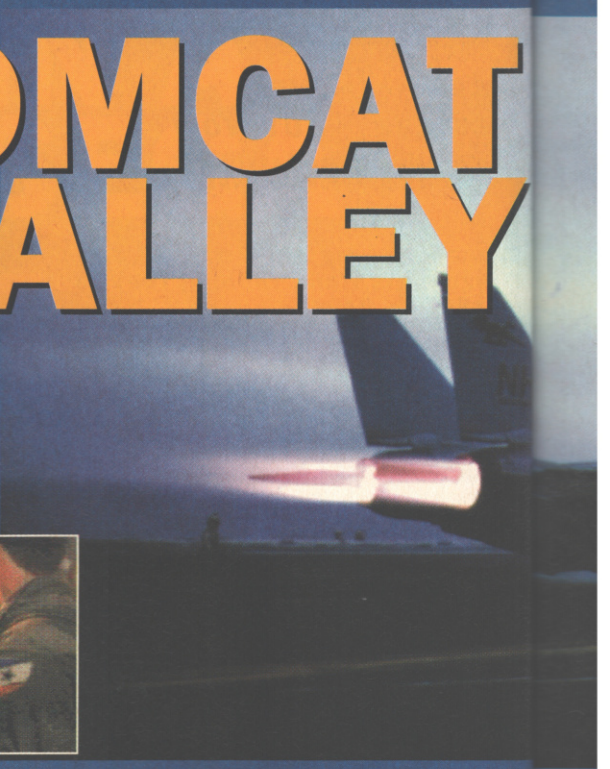
■ MEGA-CD
■ SHOOT-'EM-UP
■ £UNCONFIRMED ■ OUT NOW
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

TOMCAT ALLEY

The Mega-CD gets its second video shoot-'em-up, but has Sega cracked the playability factor?

Take this as your scenario. You're at home, you've had a hard day, you bung Top Gun in the video, watch it for 10 seconds, rewind, watch it for 15 seconds, rewind again. You'd probably be bored within a minute. Tomcat is pretty much like that, only you can't just hit play and watch the rest of the movie, you need to apply some reflexes first.

The interactivity in this case is shooting down other planes and attacking ground targets. This is done in a very similar way to Sewer Shark, the other FMV shoot-'em-up on Mega-CD. Choose where you're supposed to be going, put the cursor over the thing you want to kill and hit fire. That sounds like the staple fodder of any shoot-'em-up, but the enemies are few and far between in this.

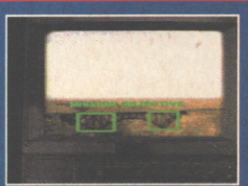


Technically this is the most impressive Mega-CD game we've seen yet, it's just a shame that it suffers from the gameplay faults that plague almost all FMV games.

Technically Tomcat is pretty impressive. The Mega-CD may not have enough colours and a high enough resolution for real FMV, but Tomcat's programmers have done a fine job in making the footage almost full screen.

The enemy has a seemingly expendable supply of pilots and aircraft; just as well really since the game would be over pretty quickly if it didn't.

I Am The Combat Master



1) OK, the airforce have given you a shiny plane with plenty of missiles and a Texaco card for unlimited petrol. It's time to suit up and kill something.

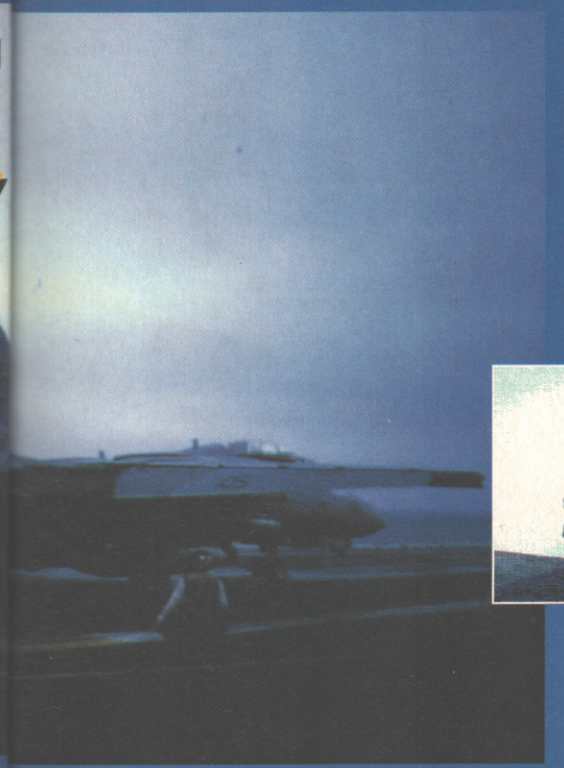
2) Watch your backs boys, bandits in-bound at the rear. The enemy is slippery and would test your flying skills to the limit – if you actually flew the plane in the game.

3) But unfortunately you don't get to fly it at all. All you do is move the cursor over the plane you want to shoot and press fire.

4) To give you a bit more to do, you're occasionally called on to hit the panic button to avoid the enemy missiles and change heading to find other enemy aircraft.

PLANE SAILING?

● GAME BY SEGA ● CONTACT SEGA (071-373 3000) FOR INFORMATION



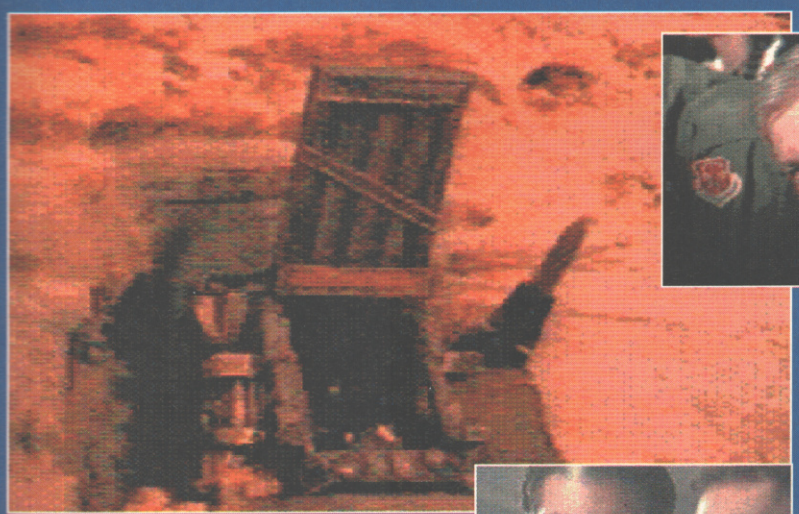
When you shell out for this game the one thing you don't pay for is acting talent, all you can really say is they learned their lines.

The action is gripping for the 15 minutes or so, but once you've seen all the different explosions and bits of flight footage it really becomes irritating.

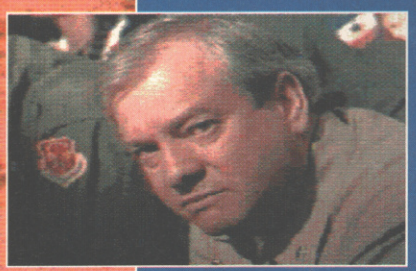
SECOND OPINION

For once the FMV sections don't impose on the gameplay and actually serve some purpose other than to fill a CD. The film footage really generates tension, especially when a missile's been fired at you and you can see your pilot frantically searching the sky for it. There's plenty of decent sound too, and although I'd agree with Mark that it's not worth the money it does deserve about 10% more for its frantic pace and non-stop blasting action, basic though it is.

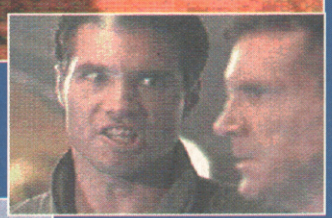
■ *RIK SKEWS*



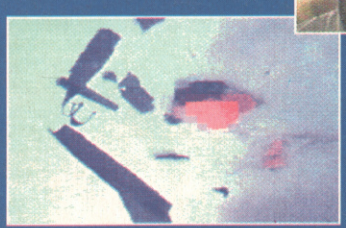
Because of the linear nature of the game, watching the same film clips over and over again soon becomes boring.



Like most of these games, actors have been brought in to provide the plot between the action. Spot any familiar faces? We didn't either. I mean, you really have to be desperate to appear in the game equivalent of a straight-to-video release.



If there's one positive thing you can say about this game it's that the presentation is excellent. The plot footage works well with the action, as do the mission briefings and the access time is negligible.



The combat effects work really well, apart from one or two cases when the exploding planes are clearly part of the Airfix airforce.

VERDICT

■ *MEGA-CD*

I believe that the arrival of games like this has done the Mega-CD more damage than anything else. Anyone with more brain cells than they have fingers knows they don't play well or look good compared to real FMV, or watching a video for that fact. While Tomcat offers a few more choices than the average 'interactive' movie, it's still well off the mark compared to proper playable games. The game's enjoyable enough, but it's most certainly not worth the money.

■ *MARK PATTERSON*

GRAPHICS	81
SOUND	85
PLAYABILITY	63
VALUE	47

OVERALL

54

ALTERNATIVE

PC CD-ROM

■ Rebel Assault

■ LucasArts/£49.99

Easily the best CD shoot-'em-up available: the use of video footage is really excellent, the action is varied and it's incredibly playable.

■ ISSUE 146: 93%

● THE AIRCRAFT FEATURED IN THE GAME IS THE F-14 TOMCAT, WHICH IS USED PRIMARILY FOR AIR COMBAT. WHY ON EARTH IT'S ATTACKING GROUND TARGETS IN THIS GAME IS BEYOND ME

IT'S EASIER TO THE WORLD

Dixons games testers don't just play the long ball game.
When we test a football game, it's got to be on top form.
To pass our fitness test,
the more you play it, the better the gameplay's got to get.
It needs to be as realistic as the sting from a wet plastic ball
on the thigh and as exciting as a Brazilian forward line.

...THAN FOR A

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Some games just deserve to be sent off!
So we won't sell them.
What's more with our price promise, if you can get a game cheaper elsewhere we'll refund the difference.*
"Do I not like that?"
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GAME TO QUALIFY FOR

Dixons

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CHEAPOS

Why pay more when you can buy some of the best games in recent years for less than half the price of the new ones?

DUNE / AMIGA/PC / HIT SQUAD
PRICE: £16.99

With the arrival of CD versions and a sequel, the original Dune has become something of a forgotten classic. Programmed by Cryo, who are currently working on Lost Eden for Virgin (See last ish - Ed.), it's not as difficult to get into as the book and much more absorbing than the movie.

■ 85%

CADAVER / AMIGA/PC / KIXX
PRICE: £12.99

This piece of excellence from the Bitmap Brothers never made the kind of impact it deserved when it was released three years ago. It's a quality isometric adventure with an excellent blend of action and puzzle. Plus there's the added bonus of the data disk in the pack.

■ 90%

WINTER & SUMMER CHALLENGE PACK / CD-ROM / PC / ACCOLADE
PRICE: £24.99

Two quality sports games on one disc so you don't end up with a clogged-up hard drive. The graphics are excellent, the events varied and there are loads of neat little features. Perfect for the athletically challenged.

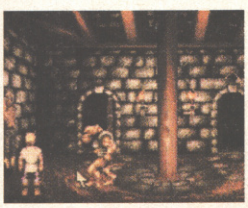
■ 89%

FIRST SAMURAI AMIGA/PC / COLLECTORS
PRICE: £12.99

Thanks to publishers Mirrorsoft going bust just as the game was released, not many people got the chance to sample this excellent platform game. Well, now's your chance since it's just out on budget. Top notch action.

■ 88%

LURE OF THE TEMPTRESS PC/AMIGA HIT SQUAD
PRICE: £14.99



Don't go thinking any lascivious thoughts, this isn't an 'adult' game. It is, in fact, one of the best adventures to be revived on budget in a long time. Good looking, very playable and a bargain at this price.

■ 89%

AVOID

STEER WELL CLEAR OF THIS ONE, IT'S CHEAP AND EXTREMELY NASTY!

SLEEPWALKER PC/AMIGA HIT SQUAD
PRICE: £12.99

As a faithful pet dog it's up to you to stop your master sleep-walking to his death in a nasty Littlest Hobo kind of way. It's not very playable and it's definitely not worth the asking price even on budget.

■ 42%

PD GAMES

If even budget games are too expensive for you at the moment, well here's the even cheaper alternative, the public domain...

SPECTRUM EMULATOR / PC

Ahh, eight-colour graphics and one channel sound, those were the really good old days. Now you can relive them all over again on your PC. This Speccy Emulator will let you play all the classics, in fact there are now over 750 available on PD and bulletin boards.

■ 91%

C64 EMULATOR / PC

As if a Speccy Emulator wasn't enough for all you nostalgia freaks (see pages 122/123), now you can get Commodore 64 ones too. The best one we have encountered is produced by a Slovenian programmer, so keep an eye out for that, also there are more C64 games on bulletin boards than Speccy ones.

■ 90%

ASSASSINS 156 / AMIGA

Available from: Roberta Smith DTP, Disk ASI 156

It's another case of up and down with this disk from Assassins. It features three games of varying quality – a crap beat-'em-up called Karate Champ, a decent darts game and a moderate platformer. Not the best games disk ever, but it'll only cost you £1.50.

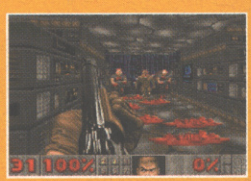
■ 72%

RAPTOR / PC

The PC may lack shoot-'em-ups in the full price range, but on PD it's got plenty of little gems like this. Raptor's an excellent 256-colour blaster loaded with power-ups, bosses and just about anything else you could ask for in a game like this. It's simple, but that's what makes it even more addictive.

■ 90%

DOOM V1.2 / PC



There's no escaping from Doom, not at least if you buy this version with the new Nightmare difficulty level. Even better it supports standard serial connections for network play, so you can go head-to-head with a mate using a dead cheap cable instead of a pricey set-up.

■ 94%

● PD CONTACTS: PC – TRANSEND (0274 622228), PD SOFT (0702 466933), PS SELECTIONS (0474 325802) AMIGA -- ROBERTA SMITH DTP, 190 FALLODEN WAY, HAMPSTEAD GARDEN SUBURB, LONDON NW11 6JE. 17-BIT SOFTWARE (0602 444501)

GAME BOY

PUZZLE

£UNCONFIRMED OUT NOW

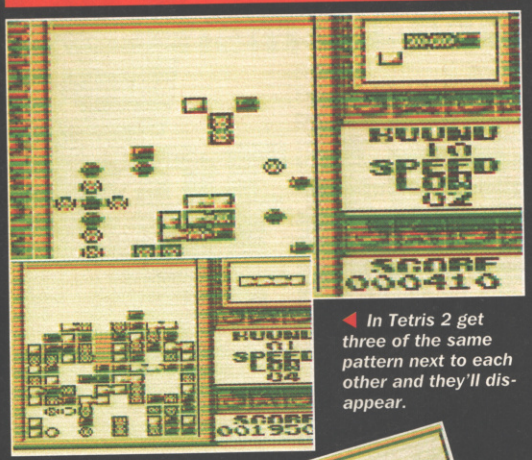
SNES VERSIONS ALSO AVAILABLE
NO OTHER VERSIONS PLANNED

TETRIS 2

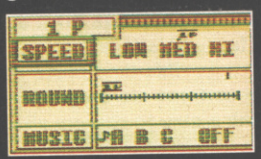
The best puzzle game of all time finally gets a sequel. Can anything be added to this famous puzzler though?

Seven years on and Tetris 2 is here, so what's new? The gameplay's essentially the same (if it's not broke why fix it?), but this time there's different patterned blocks that have to be matched up before they disappear. A number of patterned flashing blocks at the bottom of the screen also have to be got rid of. It's a good idea to make these your priority before the screen starts filling up.

And to make everything that little bit harder, some random blocks have already been deposited on the game screen before you start, while the blocks that fall down are much more irregular than before. Trust me, it's much easier and fun to play than it is to describe!

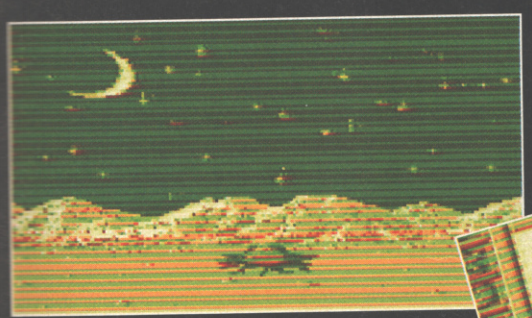


In Tetris 2 get three of the same pattern next to each other and they'll disappear.

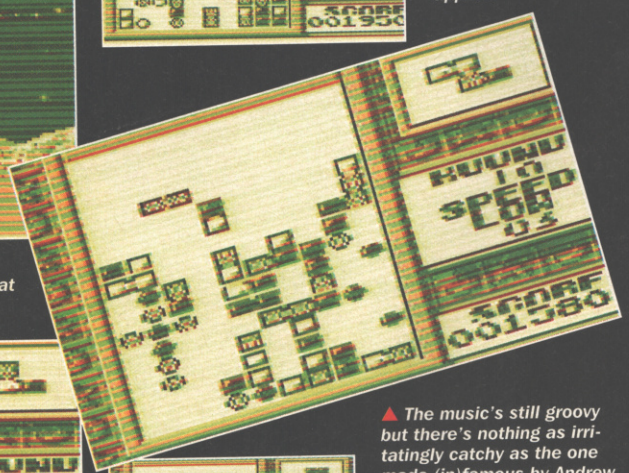


For Tetris pros you can crank up the level of difficulty right at the start of the game.

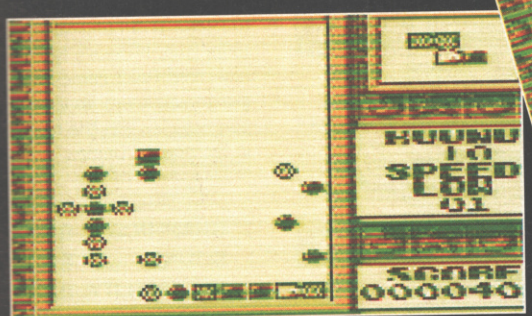
The block shapes are much more complex than they were in the original Tetris. This means if you're not careful the screen can fill up very quickly.



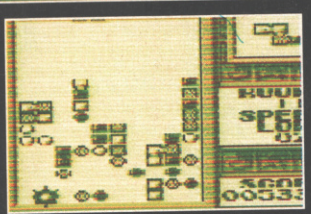
Animations like these crop up from time to time. They're pointless, but make a change from looking at endless blocks I suppose.

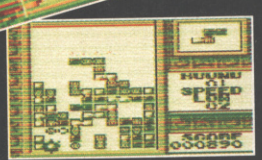


The music's still groovy but there's nothing as irritatingly catchy as the one made (in)famous by Andrew Lloyd Webber.



As in the first Tetris game look in the box at the top right of the screen to see which block's coming next. It's difficult to find a moment to do this though, especially when the pace really starts to hot up.





Time it right and the line of blocks will destroy the flashing ones. You need to get rid of all the flashing blocks to complete a level.

Some blocks are already present when you start the game which makes placing them in a sensible manner much more difficult.

VERDICT

GAME BOY

Like the Crash Test Dummies, Tetris 2 leaves me going 'Mmm, mmm, mmm, mmm'. You see the original Game Boy Tetris is one of my five all-time favourite games so I couldn't see how Nintendo could improve it. To be honest it hasn't really been tampered with, and that's the game's main fault. Essentially, this is just a tougher version of the first game that isn't as much fun to play. Sure, it'll occupy you for ages, but you'll play the original for a lifetime.

RIK SKEWS

GRAPHICS	36
SOUND	71
PLAYABILITY	81
VALUE	95

OVERALL

84

ALTERNATIVE

MEGA DRIVE

Dr Robotnik's Mean Bean Machine

Sega/£44.99

Like Tetris, but in colour and with beans. Very playable in two-player mode since you can hamper the other person.

ISSUE 146: 90%

GAME BY NINTENDO ● CONTACT NINTENDO (0703 618382) FOR INFORMATION

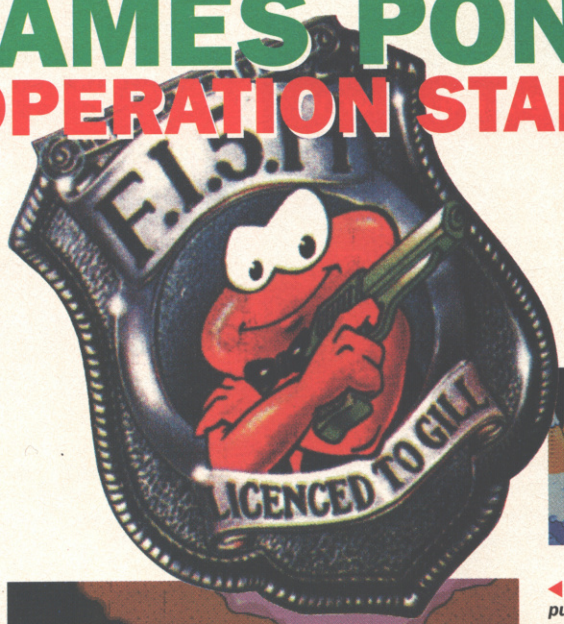
JAMES POND 3
OPERATION STARFI5H

■ A1200
■ PLATFORM
■ £25.99 ■ OUT NOW
■ MEGA DRIVE VERSION ALSO AVAILABLE
■ CD32 VERSION PLANNED

The world's most famous fish secret agent returns in a fourth game. Is it any cod?

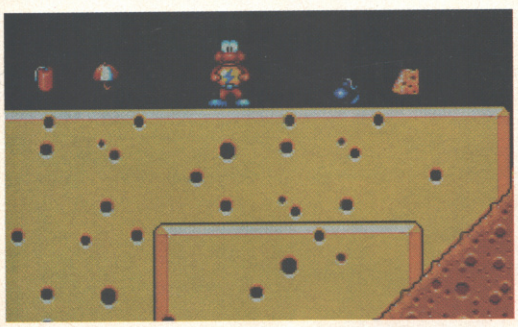
Things are starting to change in the Amiga market. Take James Pond for instance. While the first two games initially appeared on the 16-bit machine, James Pond 3 made its first appearance on the Mega Drive at the tail end of last year to a favourable reception.

This time round he's been sent to the moon to sort out old enemy Dr Maybe. Maybe's come up with a plan to grab up all the world's dairy produce in an attempt to get control of the world milk market. If you'd haddock enough with the fish jokes then prepare for plenty of milk related puns with levels like 'Garden of Edam' to contend with. There's 111 levels to bounce through with all the usual power-ups and secret rooms to discover. And for added value Millennium is even giving away a Fi5h secret agent pack worth £10 with each game!



There's no trout that this one deserves a plaice in your collection! Kipper an eye out for it!▼

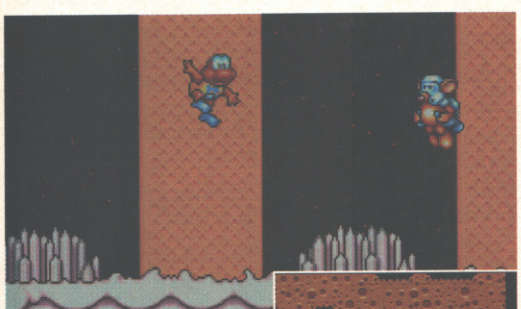
◀ *Each level has its own pun-related title which gives some clue as to what lies ahead.*



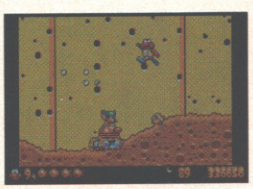
▲ *Throughout the game you'll come across numerous items to collect and manipulate. Wondering what they are? Don't because a text box will reveal all the first time you come across something new.*

▲ *There's an option to play the whole game as Finnius the Frog. His superior jumping ability can make things a lot easier.*

▲ *The third Pond game looks more like a console product than ever. The fact that it originated on the Mega Drive probably accounts for this.*



▲ *One of the improvements from the Mega Drive version is that Pond now has the ability to punch.*



▲ *A turbo mode is activated by pressing the spacebar. This gives Pond Sonic-like speeds which help him run up those steep sections.*

◀ *Neat ideas abound in James Pond 3. I particularly like being able to run around upside down.*

COMING SOON

CD32
■ James Pond 3 - Operation Starfi5h
■ Millennium
Bearing in mind that it's already on the A1200 don't expect any radical differences apart from some cartoon animations.
■ EXPECTED RELEASE: JUNE

■ VERDICT

■ *A1200*

Essentially this is the Mega Drive game with enhancements like Pond's punch ability. If you've played a Pond game before you'll know what to expect, there's little innovation here. Still Pond 3 is beautifully presented with great graphics and chirpy ditties. It's good fun, and better value than the Mega Drive game, but the idea has been taken to its limit. If there's to be any more Pond games I'd like to see more imagination used, as was the case in The Aquatic Games.

■ *RIK SKEWS*

■ GRAPHICS	82
■ SOUND	81
■ PLAYABILITY	83
■ VALUE	89

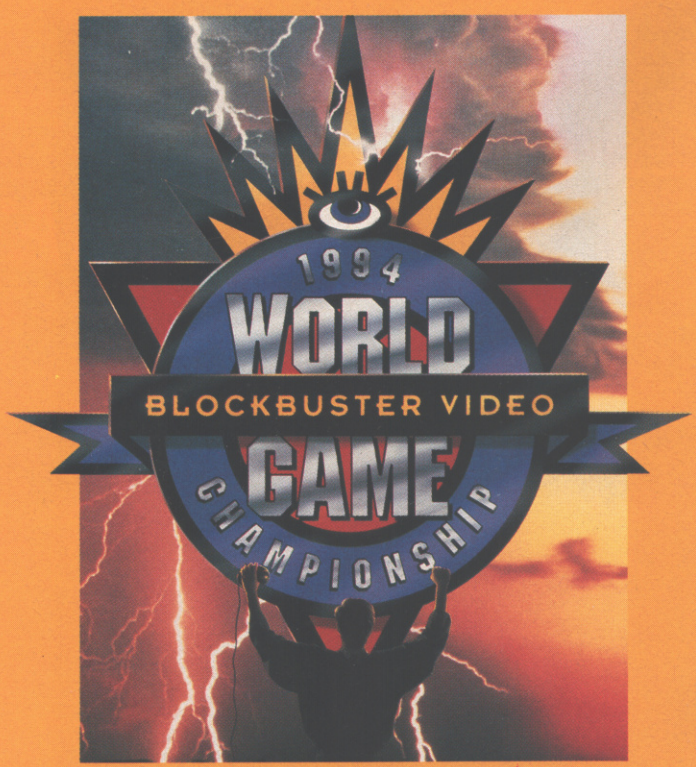
OVERALL ■

83

● **GAME BY** MILLENNIUM ● **CONTACT** MILLENNIUM (0223 844 894) FOR MORE INFORMATION

You beat your brother.
You beat your brother's friends.
You beat your cousins.
And their friends.
You beat that one guy, Steve,
who said he couldn't be beat.
And you beat them all bad.

ARE YOU READY TO BEAT THE WORLD?



SEGA

Nintendo

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Get to your local BLOCKBUSTER VIDEO® store and sign up by July 3rd. And take on the world.

SUPER METROID

■ SNES
■ PLATFORM
■ £64.99 ■ OUT ON IMPORT
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

The Japanese have gone totally mad over this, one of the first big 24Mb SNES games – and strangely it shows...

If the term 'immersive entertainment' had a translation outside of the Virtual Reality domain it would snuggle up nicely with Super Metroid's cinematic style of gameplay. This SNES upgrade of the ancient NES version is the latest in Nintendo's unofficial tribute to its older games, as seen recently with Mega Man X.

If you've played Super Turrican and Aliens on the SNES, you'll have a good idea of the maze-like structures which you will be investigating here. Yet Metroid is much more than a maze game, for it's quite unique in the delivery of gameplay. Lots of games hold surprises but few build up the tension like Super Metroid does. It starts off tame enough – one might even say boring – but then you perform a set task and everything goes mad: doors close behind you; enemies suddenly infest your escape route and you find yourself in desperate need of power-ups. The quest for these then becomes critical, and as you gather them you think back to earlier regions, and those inaccessible places which your new ability might just help you get to.

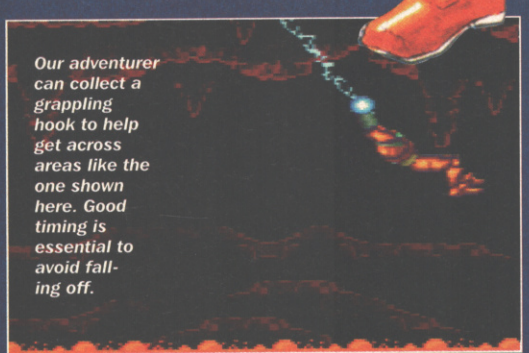
It's all too complex to describe without you looking at the pictures, since Super Metroid certainly isn't a linear game. It isn't even just a platform game. It's an event.

▲ *Different coloured portals require different reactions to open them. That blue one opens with one shot of your basic weapon, but to get through the pink one you'll need to use your rocket power-up.*

The first bit of the game involves you in a mission to collect the Metroid Lava. You can see the process here as Samus dashes to get the lava jar and then has to make his escape amid crumbling rooms and Mode 7 rotating shafts. Then you go off to another planet.

INSANE IN THE M

▲ *This golden dragon is an important part of the game; each boss you defeat will place a jewel on this statue, and when they're all in place it crumbles away to reveal a new stage.*

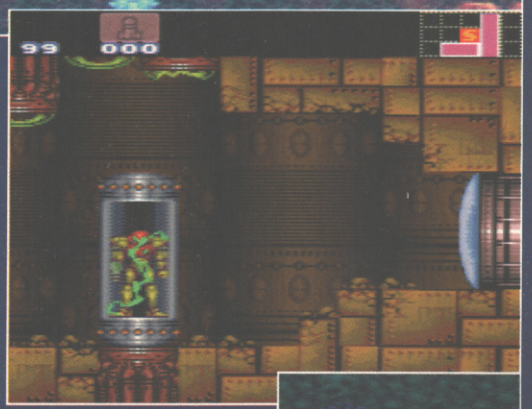


Our adventurer can collect a grappling hook to help get across areas like the one shown here. Good timing is essential to avoid falling off.

● **GAME BY** NINTENDO ● **CONTACT** PLANET CONSOLES (0272 413030) FOR IMPORT COPIES ● **CART SIZE:** 24 MEGS FOR IMPORT COPIES ● ONE PLAYER GAME

▲ Enemies attack you from below so what you have to do is jump up and shoot down. You can't fire directly down if you're standing on something though.

◀ Sometimes the portal is infested with a monster which needs to be blasted, and you have to use one of your more potent weapons to clear a path.

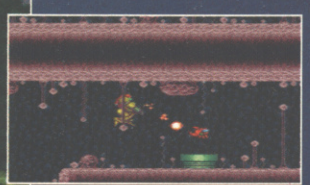


▲ You can save up to three positions during play. You use this pod to do it. Needless to say it's worth doing very often.

▲ There's a lot of going up and down in platform shafts. Most baddies infest the sides of the screens so try to occupy the centre where possible.

THE MEMBRANE

▲ The morphing ball is one of the first collectibles. Gather this and, by pushing down twice, you'll turn into a Turrican-style spinning ball useful for getting through tight pathways.



Creatures tend to lurk in unsuspecting places. Remember these locations because they do reappear.

SECOND OPINION

Deniz makes a good point when he says don't judge Super Metroid on a five minute demo, since it starts off quietly, with little to do except run around looking for new places to explore. The reason for this though, is to let you collect and learn the many abilities available to you. And believe me you're gonna need them 'cos Super Metroid is a whopper game with strikingly original graphics, movie style soundtrack and plenty of depth. It's only let down by the ease of completion.

■ RIK SKEWS

ALTERNATIVES

MEGA DRIVE/AMIGA

■ **Mega Turrican**

■ **Data East**

High quality arcade action with heaps of weapons and heavy-duty graphics. Could have done with more levels though.

■ **NOT PREVIOUSLY REVIEWED**

■ VERDICT

■ *SNES*

There's no way you're going to appreciate Super Metroid by a five minute demo in your local store, as like Zelda this has depth. Strangely enough, it gets you thinking not as a player, but as if you are the main character. The atmosphere is stunning (helped by eerie music and the cleanest vocal samples ever on a SNES) and some nice use of Mode 7 special effects. The best SNES game for ages, and the only reason it hasn't scored higher is that it's rather easy.

■ *DENIZ AHMET*

■ GRAPHICS	81
■ SOUND	93
■ PLAYABILITY	95
■ VALUE	77

OVERALL ■

91

COOL SPOT

■ GAME BOY/PC
■ PLATFORM
■ £24.99/£29.99 ■ OUT NOW

■ SNES, MEGA DRIVE AND AMIGA ALSO AVAILABLE
■ NO OTHER VERSIONS PLANNED

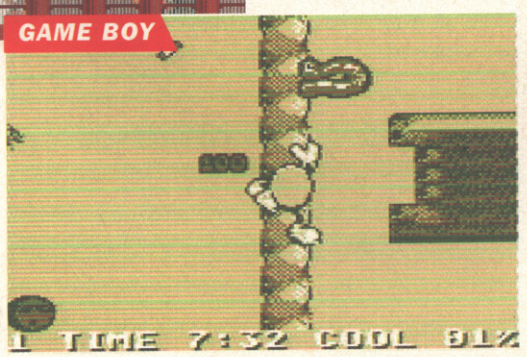
The coolest, roundest, reddest software hero comes bounding on to Game Boy and PC...

For a character whose adverts appear mainly on American TV, the Cool Spot games have done remarkably well over here. This is solely down to the excellent quality of the software – something which Virgin has been reluctant to let slide for this conversion.

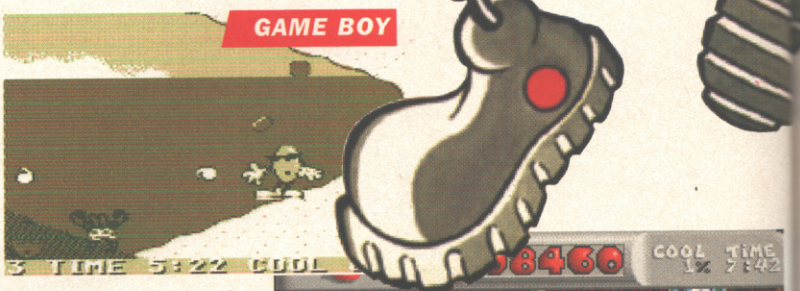
In fact, both these versions are almost perfect conversions of the console and Amiga games. The action's still platform based with Spot flipping himself around the levels trying to rescue other members of his clan. The basic gameplay is intact, along with the graphics and level designs. Perhaps Virgin could have updated the games slightly since the Mega Drive original has been out for a fair while now. Still, when a game like this comes out on two machines starved of decent platform games, you can't complain, can you?

▲ *The PC is desperately short of decent platform games such as this, all we need now are a few more arcade-style games of this quality.*

▲ *You won't find anything to beat this on Game Boy.*

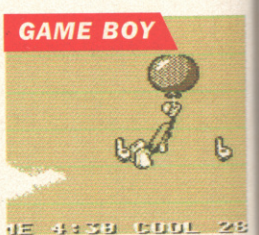


▲ *One of the game's best features is the sheer amount of hidden rooms and bonuses to hunt down.*



▲ *Spot can defend himself by chucking fireballs at the various creatures out to stop him rescuing his equally spotty chums.*

▲ *The mice sling lumps of cheese at our friend. It's best to fire at them from diagonally below the platform.*



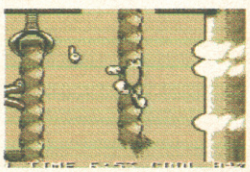
Despite being little more than a tiddly-wink with matchstick limbs, Spot has amazing leaping abilities. Which is just as well, since it wouldn't be much of a platform game if he didn't. ▶

IT'S COOL TO BE CLEAR!

● GAME DESIGN BY **VIRGIN** ● CONTACT **VIRGIN** **(081-920 2255)** FOR INFORMATION. ● **ONE** PLAYER GAME.

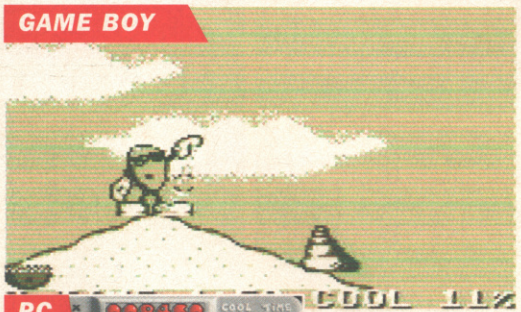
▲ In the bonus stage Cool must leap around and try to gather letters to spell a word. You bounce off bubbles to get higher up.

You'd need to be an idiot to get lost in this game. Just in case, though, there are a few pointers. ▶



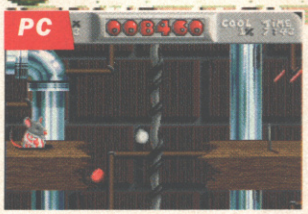
▲ Fall into the water and you'll die. Jumping across big gaps like this is a frequent part of this game.

GAME BOY



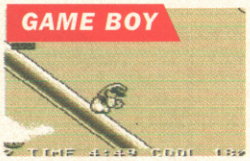
◀ Leave Spot standing around and he'll start playing with his yo-yo – another touch carried over from the 16-bit version.

PC



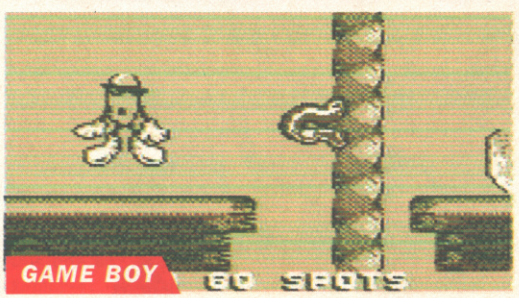
◀ Watch that poor Spot doesn't slip through any holes in the platforms.

GAME BOY



▼ Towards the end of the game Cool has to battle across a moving toy train. Move slowly or you'll invite more and more opponents.

PC



▲ Despite the sprites being large in proportion to the Game Boy's screen, the game doesn't suffer from the dreaded unavoidable-death syndrome.

ALTERNATIVES

GAME GEAR

■ **Zool**
■ **Gremlin/£29.99**

A solid and challenging platformer replete with all the usual platform gunk: lively levels, stunning sounds, and billions of baddies and bonuses.

■ **ISSUE149: 79%**

WORLD BEATER

■ **Sonic 3/Mega Drive**
■ **Sega/£39.99**

The series goes from strength to strength: all the usual superlatives are thrown at this sequel: bigger, better, faster, slicker and plenty of innovation.

■ **ISSUE 148: 94%**

VERDICT

■ **GAME BOY**

Cool Spot never interested me on 16-bit, but this version is impressive. The programmers have done wonders with the graphics, which are surprisingly detailed and well animated. The gameplay is of similar quality, retaining nearly all the features that made its big brothers so popular, putting it head and shoulders above every other platform game on the system. I guess I must be a Cool Spot convert judging by the way this has hooked me in.

■ **MARK PATTERSON**

■ GRAPHICS	89
■ SOUND	80
■ PLAYABILITY	89
■ VALUE	85

OVERALL

88

VERDICT

■ **PC**

Apart from EA's Risky Woods, the PC really doesn't have a decent platform game on it. So, I'm pleased to see that this conversion has come up trumps. Cool Spot has been a popular game on many formats and I'm not sure why - it isn't an original game in any way. I guess it's just the appeal of the central character, and the larger-than-life levels which give the game a bizarre appeal. There's plenty of interesting moments in Cool Spot and it is enjoyable.

■ **DENIZ AHMET**

■ GRAPHICS	82
■ SOUND	70
■ PLAYABILITY	84
■ VALUE	79

OVERALL

85

OTHER VERSIONS

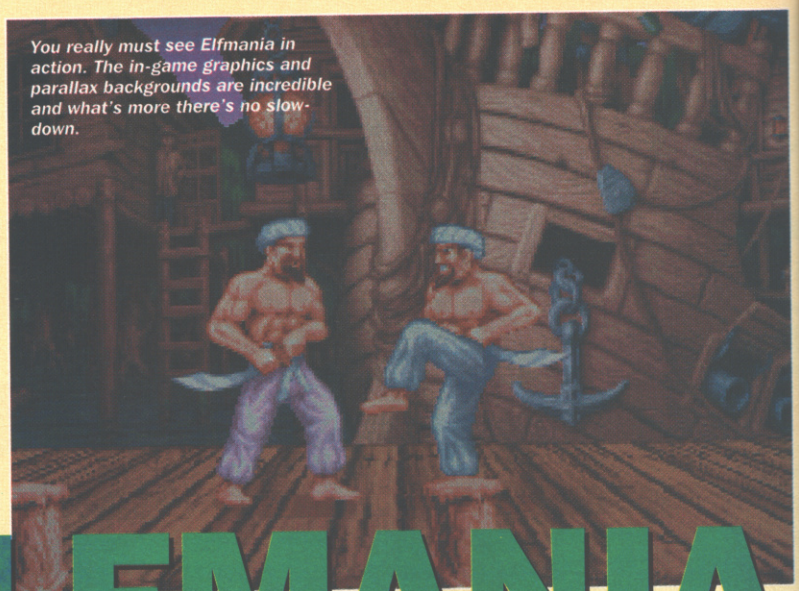
Virgin has done a fine job in keeping all the versions of Cool Spot close to the original concept. There isn't a weak card in the pack.

SNES
● ISSUE 145 ● 91%

MEGA DRIVE
● NOT PREVIOUSLY REVIEWED

AMIGA
● ISSUE 147● 87%

■ AMIGA
■ BEAT-'EM-UP
■ £25.99 ■ OUT NOW
■ NO OTHER VERSIONS AVAILABLE
■ A1200 AND CD32 VERSIONS PLANNED



You really must see Elfmania in action. The in-game graphics and parallax backgrounds are incredible and what's more there's no slow-down.

ELFMANIA

Prepare yourself for some of the most amazing graphics ever to grace a 16-bit machine...

The great thing about the Amiga is that it attracts gifted programmers, much like the C64 machine did before it. Usually they're the arrogant and highly talented sort who've messed about on the demo circuit. And for some reason they usually come from Scandinavia.

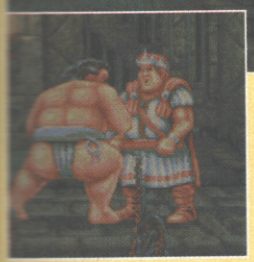
So enter stage left from Finland developers Terramarque and their beat-'em-up Elfmania. Elfmania seems to have been floating about in development land for ages, and was previewed in CVG as long ago as issue 144.

It certainly looks like plenty of time has been spent on the graphics, they're simply beautiful and yes these really are A500 screenshots you're looking at. With quick loading times, and a novel non-violent theme, you can't fault the presentation. Can the gameplay possibly match up though?

▲ Elfmania's main problem is the lack of contact feeling you get when hitting an opponent. It's hard to tell whether you're inflicting any damage or not.

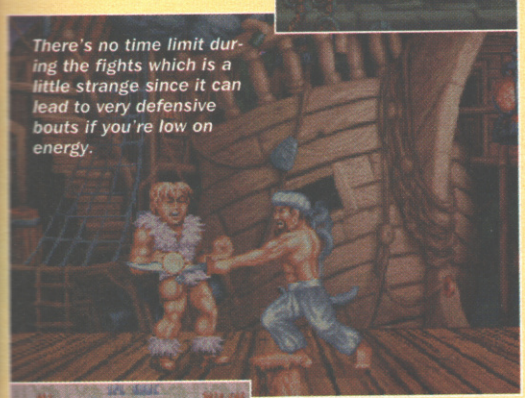
◀ *Elfmania features an excellent loading system that keeps the disk accessing down to a bare minimum.*

Rapidly repeating a basic move. They're very disappointing to watch though, and each character only has one of them. ▼



▲ *One of the highlights of Elfmania is the artificial intelligence which doesn't let you perform the same move over and over (say a leg sweep) like many other beat-'em-ups.*

There's some strange samples in the game. When a character wins they don't say things like 'I am the master'. Instead comments like 'Excellent' and 'Rock me baby' are common. ▶



▲ *To win you have to travel all over Muhmulandia. Wins are indicated by either a nought or a cross depending on which side you're on.*

VERDICT

AMIGA

Elfmania has the most impressive graphics I've seen on Amiga. The enemy's intelligence is good too, but gameplay is lacking. The non-violent theme is pointless for a beat-'em-up and there's little feeling of contact and a lack of moves – all the characters play much the same. I hope Terramargue rethink the violence aspect and release a special edition. Then Elfmania will be the best Amiga beat-'em-up. Until then I'll play Mortal Kombat or Body Blows.

RIK SKEWS

GRAPHICS	95
SOUND	80
PLAYABILITY	74
VALUE	75

OVERALL

74

ALTERNATIVE

MEGA DRIVE

Streetfighter 2 Special Champ Edition

Capcom/£59.99

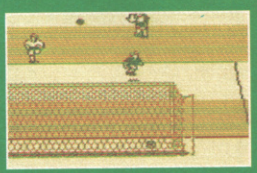
Bit of a surprise we picked this one eh? Superlative gameplay with a brilliant range of moves makes this the best beat-'em-up ever.

ISSUE 144: 94%

OUTNOW HANDHELDS

Plug into the best handheld games, then get out into the sun (when it finally comes out).

WORLD CUP STRIKER/GAME BOY/ELITE /£24.99



Footy games tend to be a little rough on hand helds, but this is the exception. It's fast, the controls are responsive, and the ball doesn't blur out of existence when the action speeds up.

ISSUE 151: 87%

NBA JAM/GAME GEAR/ACCLAIM/PRICE: £34.99

While losing a little to its 16-bit brothers when it comes to controlling the basketball players in the game, Gear NBA still retains most of the playability. The graphics are large and clear making this an all-round good egg.

ISSUE 148: 82%

KIRBY'S PINBALL/GAME BOY/NINTENDO/PRICE: £19.99

Kirby's rapidly taking over from Mario as the premiere Game Boy star, especially after this excellent outing. It's the best pinball game on any handheld and it's a right bargain as well!

ISSUE 150: 92%

MICRO MACHINES/GAME GEAR/CODEMASTERS/PRICE: £27.99

This is easily as good as any other version of this awesome game. Incredibly, Codemasters has also devised an ingenious way to have two players on the same Game Gear. Topper stuff.

ISSUE 148: 89%

EAT IT OR BURN IT, JUST DON'T SPEND YOUR MONEY ON IT...

AVOID

CHUCK ROCK/GAME BOY/CORE/£24.99

It's not that this is a real stinker, it's just that there's plenty of better games around. There was no hope of this version matching the success it had on the 16-bit machines

ISSUE 150: 61%

● **GAME BY** RENEGADE ● **CONTACT** RENEGADE (071-481 9214) FOR INFORMATION

■ SNES
■ PLATFORM
■ £59.99 ■ OUT ON IMPORT
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

PAPUWA

From the makers of ActRaiser comes a manga and anime licence which isn't an RPG...

If you see yourself as something of a platform purist, then Papuwa should bring a contented smile to your boat. Why? Well here's a game which adheres firmly to the law of platformers (which, for the uninformed, states that the personality of the central character should be proportionate to the content). So if we tell you that the content here is awash with new ideas, all of which gently whets your appetite and bit by bit accrues your affection, instead of just soaking you at the beginning then you'll soon realise that the central character is tops and that Papuwa is a game with an honest challenge.

While the bashing of opponents and collecting items concept is a now static theme, Papuwa manages to give everything a purpose, avoiding those lazy gameplay tactics which have been around ever since it became more fashionable to reach the next exit, as a pose to earning a high-score. Papuwa might not keep you coming back for more but it will do what it's supposed to, and that's entertain.

▲ *Those conveyer belts make it difficult to avoid the falling dangers, but make it to the blob and you'll get power-ups.*

You freed this snake earlier so now he returns to help you. Bounce off his head and you'll spring up to a new platform. ▶

▲ *Most of the biggish silly creatures can be used to kill the smaller ones. If you punch these snails they'll roll across the screen crushing others.*

▲ *Smashing rocks and boulders will usually reveal new power-ups. You need to explore to find them though.*

A WORD IN YOUR EAR

In Papuwa you have lots of animal friends who help you out if you ask them. Here's the first batch.

1. This walking fish will let you climb on to its back...

2. ...together you'll dash through stomping crabs and spikes in the water...

3. That frog is your next point of call..

◀ *This is a rather angry bloke whose only friends seem to be animals. Just as well that there's plenty of animals to get on with in Papuwa.*

THE LITTLE PEOPLE

● **GAME BY** ENIX ● **CONTACT** PLANET CONSOLES (0272 413030) FOR IMPORT INFORMATION ● **CART SIZE** 8 MEGS

▲ These nasty pulsating blobs will suck you into their gobs if you get too close. To kill them wait until they deflate and then bash them.

4. Jump on his head and he'll spring you up to the top platforms and the end of the stage.

▲ Here you meet one of your foes. He dashes around trying to avoid you while a cloud chases you striking you with lightning. Quite tricky.

SECOND OPINION

This game reminds me of Ranma, but in a platform mould. The little characters are very well animated with stacks of attention to detail, like the little puffs of smoke which blow up as you skid to a stop. The way you interact with different animal characters is a real challenge and the game has a sense of 'fun', which has been somewhat lacking lately in other platform games. Nothing new, but very accomplished.

■ GARY LORD

▲ Here's the game map and the stars indicate various stages. The game's bigger than it looks.

▲ The bosses get bigger as you go along. This one does its best to land on you before chucking out spinning blades. You have to bash its body.

▲ Things like to drop in front of you suddenly. Move slowly if possible.

◀ Your special weapon does major damage to anything on screen. As always, save it for the bosses.

COMING SOON

MEGA DRIVE

■ Spark

■ Sega Japan

This new 16 meg game could be a major new platform character. He seems to be Sega's version of Nintendo's Megaman, offering loads of power-up features and hi-speed platform action.

■ EXPECTED RELEASE: JUNE

■ VERDICT

■ SNES

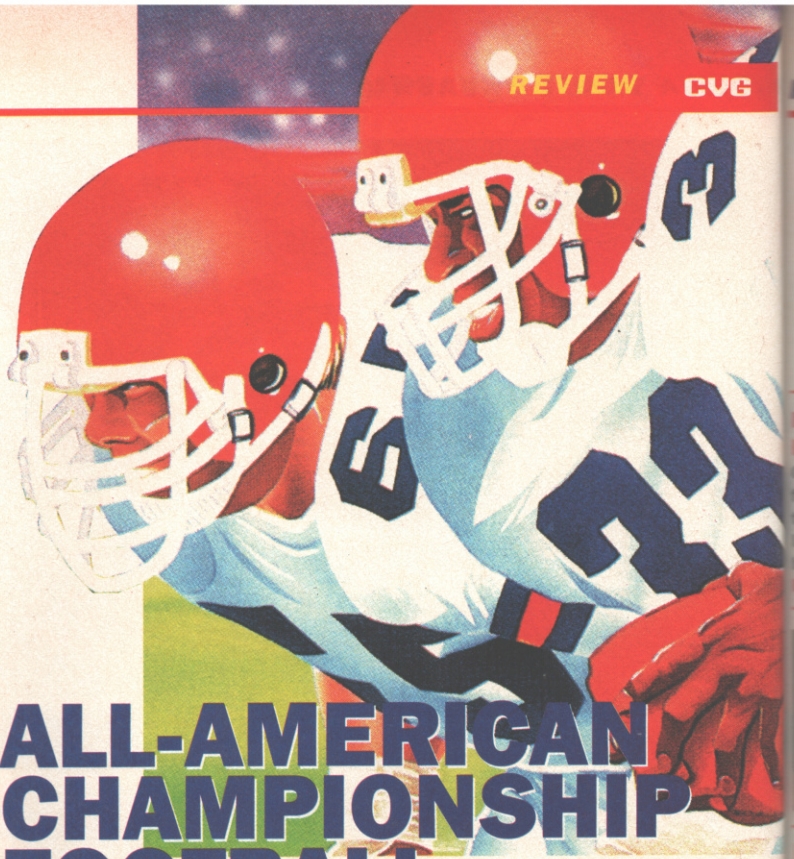
A pacy platformer thanks to a central character that blends responsiveness, speed and agility into an appealing sprite. Papuwa, like Mystical Ninja 2, has that subtle blend of the unexpected which is found by accident rather than being unavoidable. There's plenty of imaginative touches in here, but Papuwa is rather easy and there's too much story-telling text breaking up the momentum during play, which would still be annoying even if it wasn't written in Japanese.

■ DENIZ AHMET

■ GRAPHICS	88
■ SOUND	68
■ PLAYABILITY	80
■ VALUE	60

OVERALL ■

80



ALL-AMERICAN CHAMPIONSHIP FOOTBALL

■ SNES

■ SPORTS SIM

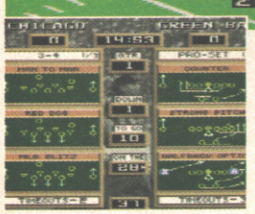
■ £39.99 ■ OUT NOW

■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

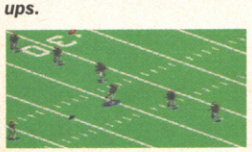
Another SNES attempt at the Americans' rather fey version of rugby. Does it match up to the great John Madden series?

For all their country's size, the Americans have never been too hot on joining in the rest of the world's team games. While other nations participate in events such as soccer, rugby and cricket, the boys from over The Pond decide to stay in their own back yard and play baseball, basketball and American Football. If you're a fan of the latter – and there must be a few of you (immigrant Americans, maybe?) then you're likely to own a copy of John Madden's Football. SNES-owning Am' Footy followers, however, now have another option in T-HQ's latest. The firm has received less-than enthusiastic reviews for most of its earlier products, but the last release, Total Carnage, was quite good. Can All-American keep the funny-shaped ball rolling?

▲ You've four goes to move the ball forward 10 yards. If, by the fourth, you haven't managed it, punt into the other half of the pitch.

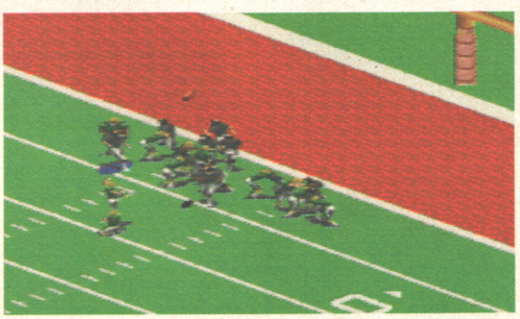


▲ The plays screen gives you the options of 51 offensive and 45 defensive set-ups.



▲ T-HQ has gone down the FIFA Soccer-style route of displaying the action in forced perspective 3D.

▲ The now-familiar feature of sports sims, the action replay, makes an unsurprising appearance in All-American, giving you the usual forward and reverse, fast or slow replay options.



▲ Put the ball down in the opposition down area for a great touchdown. If you're really good you can also drop-kick over the bar for an extra point.

WORLD BEATERS

■ **John Madden Football '93/94**
■ **Electronic Arts**
The best simulation of the sport available on home systems. Great graphics and instinctive gameplay combine to form a real hit, but later versions were too similar to the original. Still, if you haven't got the first game, then it's a must.

● MEGA DRIVE/£49.99
ISSUE 144: 79%
● SNES/£42
ISSUE 134: 88%
● AMIGA/£25.99
ISSUE 123: 93%
● 3DO/£39.99
ISSUE 150: 82%

■ VERDICT

■ *SNES*

I didn't think anything could surpass the Madden series in terms of gameplay and graphics, and I guess I'm right. All-American Championship is a solid game, with plenty of plays to satisfy the most ardent gridiron fan, and the forced-perspective view is an original twist in what is slowly becoming a tired genre. However, against JM the game doesn't compete. All-American is enjoyable enough, but why get this when, in Madden, you can have the best?

■ *PAUL RAND*

■ GRAPHICS	82
■ SOUND	75
■ PLAYABILITY	82
■ VALUE	83

OVERALL ■

81

● GAME BY T-HQ ● CONTACT T-HQ (071-493 3662) FOR INFORMATION ● CART SIZE: 8 MEG

OUTNOW ON FLOPPIES

Want to know where to spend your money this summer? Well forget ice cream and sun lotion, check out these games which are on the shelves now...

HEIMDALL 2 / AMIGA / CORE / PRICE: £34.99

Core's humorous Viking saga continues with the follow-up to the very excellent Heimdall. It's like the first game in many respects, although much larger with more features. One of the best floppy-based RPGs out at the moment.

■ ISSUE 151: 87%

SIMON THE SORCERER / AMIGA 1200/ 600 / ADVENTURE SOFT PRICE: £39.99 (PRICE: £34.99 A1200)

The Amiga might not have Day Of The Tentacle or Sam And Max, but it does have this rather smart adventure. It's funny, large, taxing and very addictive. One of the best Amiga adventures this year.

■ ISSUE 149: 86%

K240 / AMIGA / GREMLIN PRICE: £29.99

The Amiga has been starved of decent strategy games in recent months, so it seems that K240's come along at just the right moment. It's a good, solid, world-builder game with you running a colony in outer space.

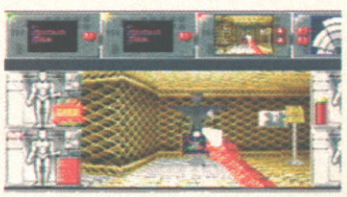
■ ISSUE 151: 86%

THE ELDER SCROLLS: ARENA / PC / US GOLD / PRICE: £34.99

Roister your way through a 3D fantasy world in a Doom-style RPG. You can take up any career you want, from a doctor to a serial killer while on a quest to restore peace to the world. Very excellent and no mistake.

■ ISSUE 151: 90%

LIBERATION / AMIGA / MINDSCAPE PRICE: £34.99



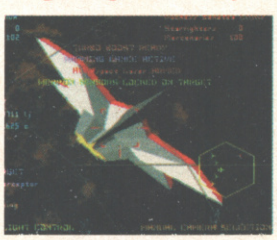
The floppy version of this CD32 hit has almost all the features of this disc version. It takes at least 1.5Mb to get running, which is a small price to pay for easily the best Amiga RPG of the year.

■ ISSUE 150: 92%

AVOID

Buy this and become a hated and lonely wreck in the gaming community...

STARLORD / PC /STARLORD PRICE: £39.99



Elite was a good idea, this pale imitation, however, isn't. It came to us with all the subtlety of a brick through plate glass and less welcome than haemorrhoids on a hot day. Keep your distance.

■ ISSUE 151: 23%

OUTNOW ON CD

Want to know what to buy for your CD this summer? You'd better read this then, hadn't you?

JOHN MADDEN'S FOOTBALL / 3DO ELECTRONIC ARTS / PRICE: £39.99

A winner, regardless of the format, and the 3DO is no exception. Here players are digitised and the intro is an FMV delight of NFL highlights. The gameplay isn't as hot as the Mega Drive's though.

■ ISSUE 150: 82%

FRONTIER: ELITE 2 / CD32 / GAMETEK PRICE: £29.99

An excellent game, but a shame more wasn't made of the CD version. The game itself only came on two floppies, so there was plenty of room for extras.

■ ISSUE 151: 85%

MYST / PC CD-ROM / EA / PRICE: £49.99

The best Windows game ever, and a good adventure to boot. Stunning graphics and the gameplay rates as some of the toughest adventuring for some time.

■ ISSUE 151: 90%

JURASSIC PARK / MEGA-CD / SEGA PRICE: £44.99

Once bitten, twice shy; but worry not since JP on M-CD is superior to MD. At its heart it is a point-and-click adventure game that mixes video footage and traditional drawn graphics with open gameplay.

■ ISSUE 150: 87%

CHAOS ENGINE / CD32 / RENEGADE PRICE: £29.99

Despite an almost exact port of the Amiga version, Chaos Engine CD is still good enough to hold its own as a decent blast. One of the best CD soundtracks ever too.

■ ISSUE 151: 90%

AVOID

Even the cutting edge of technology has its down points, and here's one of them...

DRAGON'S LAIR / PC CD-ROM / ELITE / £39.99

This version suffers from the same trouble as the others: gorgeous graphics but almost no gameplay to be found.

■ ISSUE 151: 44%

DONK

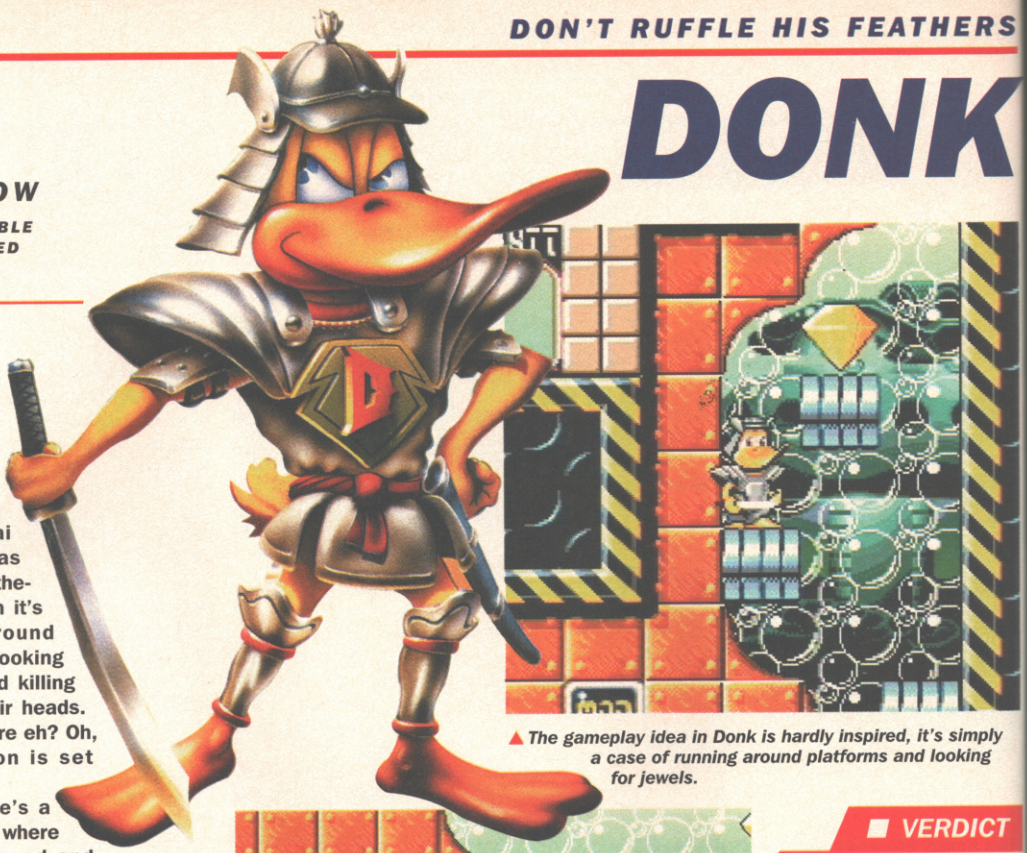
■ CD32
■ PLATFORM
■ £29.99 ■ OUT NOW

■ AMIGA VERSON ALSO AVAILABLE
■ NO OTHER VERSIONS PLANNED

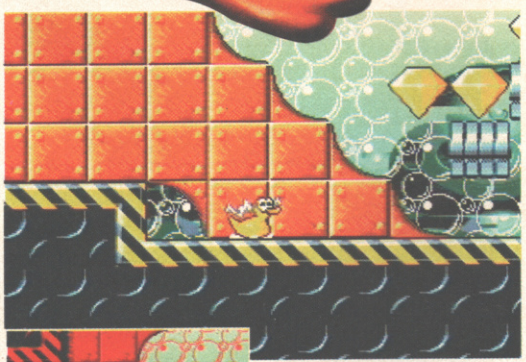
An oriental duck who's a dab hand at being a samurai! Whatever next?

No you're not going mad, this really is a game about a samurai duck. Sadly the novel idea has been wasted in another run-of-the-mill platform game. Once again it's simply a case of running around numerous and rather similar looking levels collecting the jewels and killing the baddies by jumping on their heads. Heck, never seen that one before eh? Oh, and of course all this action is set against the clock.

To avoid nasties there's a neat but pretty pointless option where you can push down on the joypad and turn Donk into a tiny duck (duck down, geddit?). A friend can join in the proceedings (if you can find another joypad that is!) for which the screen will split just like in Sonic 3.

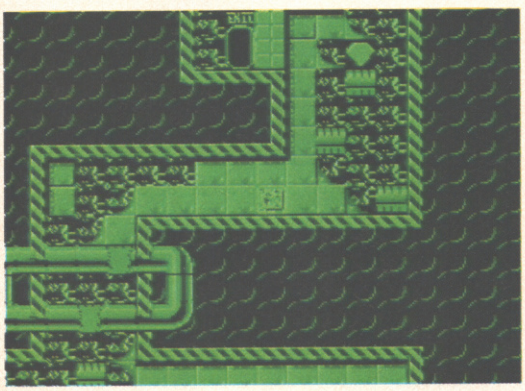


▲ The gameplay idea in Donk is hardly inspired, it's simply a case of running around platforms and looking for jewels.

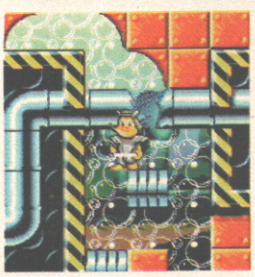


▲ Pull down on the joystick so you can 'duck' the baddies. Stay in this position for too long though, and there's a distinct possibility that Donk will explode.

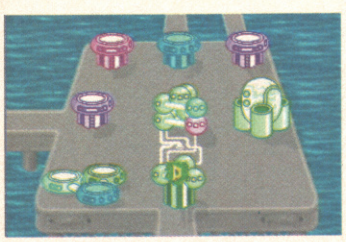
◀ Once all the jewels have been found find the exit quickly before the place self destructs.



▲ Although the level map is useful, the in-game icon is difficult to avoid so you keep finding yourself running into it and selecting it by accident.



▲ Donk needs to spin rapidly to break through pipes which block his path.



◀ The game doesn't automatically move your icon to the next level on the map which can lead to you having to complete a level twice. Very annoying.

■ VERDICT

■ CD32

Donk is a case of been there, seen it before and better. OK so the graphics are fine and the sound and music are excellent, but the gameplay is uninspired. It's irritating in places too, with some lengthy disk accessing and pointless animations, notably when Donk dies and spends ages running down a corridor before you can choose whether to continue or not. It's a shame since there's clearly talent behind this product, I hope they make more use of it next time.

■ RIK SKEWS

■ GRAPHICS	79
■ SOUND	91
■ PLAYABILITY	72
■ VALUE	68
■ OVERALL	67

ALTERNATIVE

SNES
■ Super Mario All Stars
■ Nintendo/£59.99
The game that started off the jumping around platforms and baddies' heads phenomenon. It's THE platform classic.
■ ISSUE 142: 94%

● GAME BY SUPERVISION ● CONTACT SUPERVISION (071-702 939) FOR MORE INFORMATION

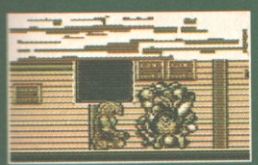
ALIEN VS PREDATOR

GAME BOY
PLATFORM
£19.99 OUT NOW
SNES VERSION AVAILABLE
NO OTHER VERSIONS PLANNED

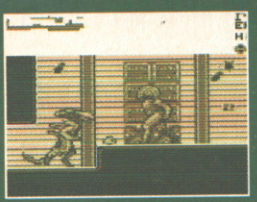
The two biggest movie aliens come to the smallest handheld...

For sheer potential Alien vs Predator is one of the hottest licences around at the moment. But the trick is realising this potential and producing a game which reflects the licence well. Getting it right isn't easy, and obviously a task which was beyond the ability of this game's programmers.

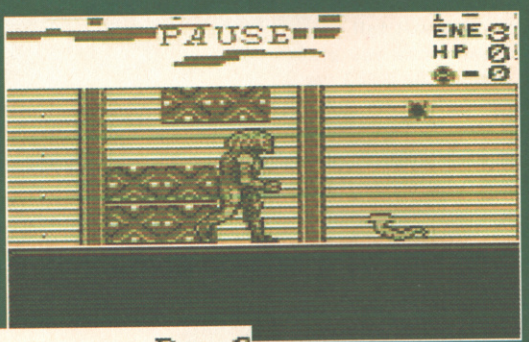
They've opted to play it safe by making it a platform game. And why not? It worked with Alien 3. It doesn't work here though. It's as basic a platform game as you'll find anywhere. The action's limited to finding your way to the end of the stage, punching out a few aliens on the way, with the challenge coming from the aliens materialising out of thin air every time you try to go back the way you came.

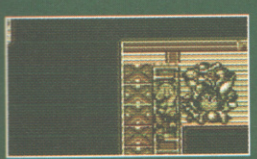


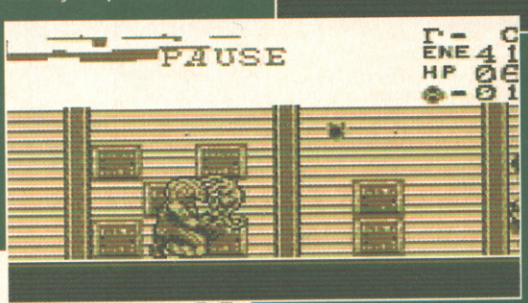
▲ *The ultimate addition to the Predator's arsenal is the invisibility shield, although it doesn't last for very long, so you can't reenact the kind of wholesale slaughter from the movies.*



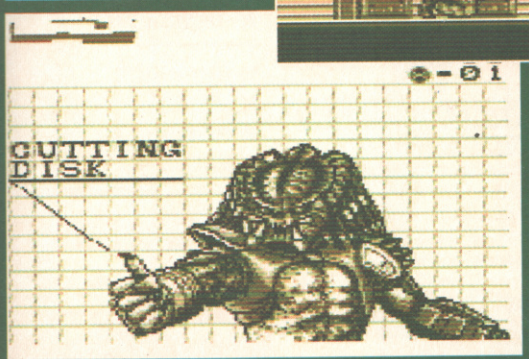
▲ *The graphics are nice and large and, well, that's it really. The backgrounds are dull and there's nothing in the way of special effects.*







▲ *Levels two and five require you to explode bombs underneath the Predator, these enable him to get up to otherwise unreachable platforms. I mean, is that crap or what?*



▲ *As you would probably expect all the different kinds of alien make an appearance, from chest busters to face huggers.*

◀ *Where would the Predator be without his full set of weapons? Pretty dead, probably. All his favourite gizmos are there to be collected.*

COMING SOON

JAGUAR
Alien Vs Predator
Atari
This could be one of the biggest games of this year, if only it, and the Jag for that case, ever get round to coming out.
EXPECTED RELEASE: AUGUST

VERDICT

GAME BOY

A decent licence at a decent price, it makes a nice change. Well, it would, except this isn't nice, it's like opening a big bag of sweets and only finding furry mint humbugs inside. Get past the lure of the licence and what's left is a very poor platform game. If a company's going to do a game like this it has got to do it well, or not at all. After playing this, I wish Activision had stuck with the 'not at all' option, despite the game's low price-point.

MARK PATTERSON

GRAPHICS	80
SOUND	57
PLAYABILITY	45
VALUE	60

OVERALL

49

■ SNES

■ SHOOT-'EM-UP

■ £44. 99 ■ OUT NOW

■ MAC VERSION ALSO AVAILABLE
■ NO OTHER VERSIONS PLANNED

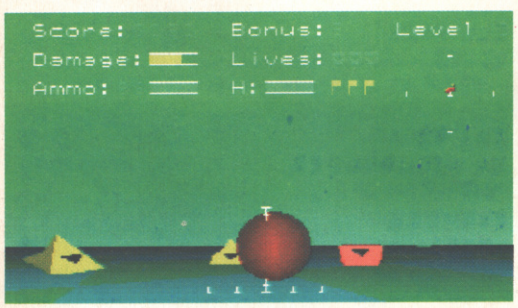
SPECTRE

Shoot-'em-ups; are they all a load of mindless violence? Apparently not, as GameTek releases the game for the more intelligent blaster...

Experienced gamesplayers among you will no doubt remember a crumbly old game called Battlezone, from that games industry stalwart Atari. Said game had you rushing around in a tank blasting various vector objects. Now if you do recall this game, it won't be due to the graphics, but because the gameplay was rather addictive.

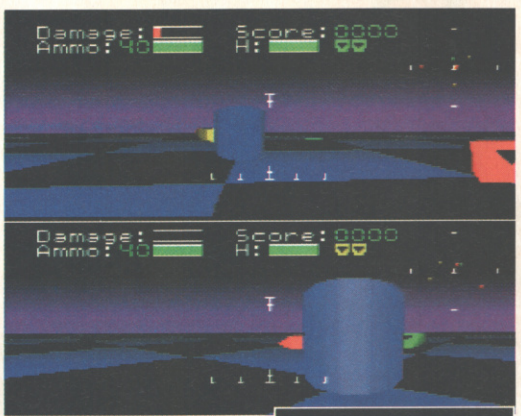
And we'd say it's very much a similar story for Spectre. Players have to glide over a Mode 7 surface in a strategic game of hide and seek trying to destroy the enemy. The object, in one-player mode, is to try and kill all the enemy's craft, or you can simply collect scattered flags in order to progress onwards. The tension soon builds, though, as you start to relinquish energy and ammo, and finding fresh supplies adds another dimension to the gameplay.

Of course, as Mac owners will tell you, Spectre really comes into its own when you play against a friend on a network; and for the SNES version there's four different variations on the basic game in 2up mode. And don't let the simplistic graphics put you off, Spectre offers solid gameplay.



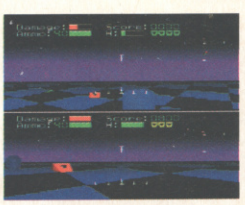
▲ *On later levels the enemy will become far more aggressive, often grouping together and even surrounding you, as seen here. Those yellow tanks are also far more durable to your attack.*

▲ *Weapons don't last long so you'll have to pass over those green tiles in order to replenish them.*



▲ *Split screen mode is the best way to play Spectre. You and a friend can play four different variations of the Spectre game. As seen here, you can use the objects scattered around as a shield from opponent fire.*

▲ *There are three defined tanks for your use, or you can define one yourself allocating a set number of units between shield, ammo and speed.*



▲ *One new ability on this SNES version is you get the opportunity to jump. Using this new feature you can hop over the enemy and blast them in the back, or jump and spin for a 360-degrees view.*

▲ *The quickest way to complete a level is by collecting the flags which are always in the same place..*

■ VERDICT

■ SNES

Spectre is an old Mac game, and its appeal lies in playing a number of opponents via a network. So the problem here is the two-player limit, but hey, it works well. The new 'jump' function adds to the challenge, and the split-screen doesn't slow down the Mode 7 effect. Spectre is a lesson in proper gameplay and is very addictive, but it's tedious in one-player mode, and if you decide to play by collecting flags, you'll not be impressed to see them always in the same places.

■ DENIZ AHMET

■ GRAPHICS	70
■ SOUND	65
■ PLAYABILITY	87
■ VALUE	80

OVERALL ■

84

WORLD BEATER

ATARI JAGUAR

■ Tempest 2000

■ Atari/£65.00 on Import

Conversion of an ancient coin-op classic which plays hecticly and is quite unique. Slamming rave soundtracks too. Best shoot-'em-up ever!

■ ISSUE 151: 84%

● GAME BY GAMETEK ● CONTACT GAMETEK (0753 553445) FOR INFORMATION ● CART SIZE 8MEGS

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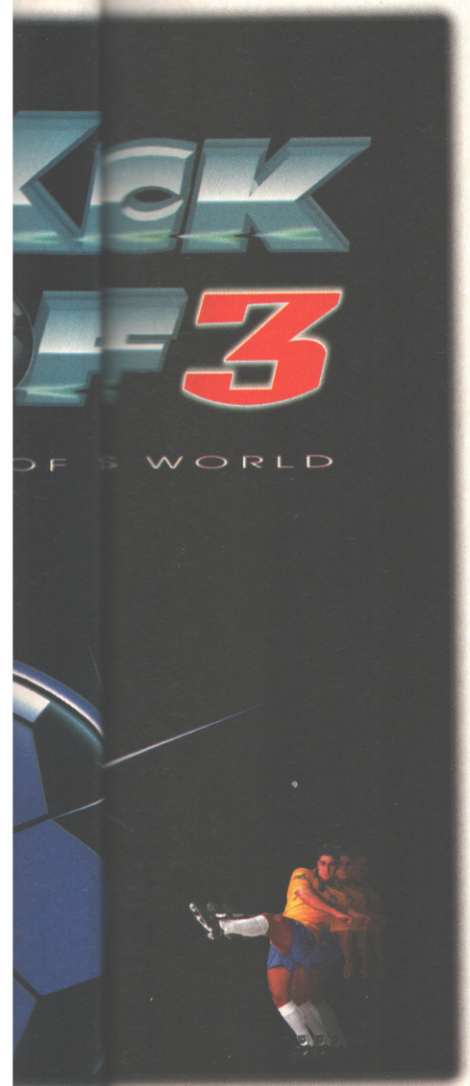
KICK OFF 3



the Brazilian **Playmakers** to split the opposition with pinpoint passes or the German **Sweeper** to build from the back. Play the ball to the dashing full backs from Cameroon or release the flying Dutch **Wingers**.

PC COMPATIBLES

KICK OFF 3 is packed full of dynamic features that set it apart from any other football game.

Over 2000 frames of animation for smooth, fast flowing International action and multi directional pitch scrolling. Thirty different **SET PLAYS** for corners and free kicks give the most dramatic dead ball situations ever. A practice mode allows you to specialise dribbling, overhead kicks, volleys, flicks, diving headers and the deadly **AFTER TOUCH**. Switch your tactics and your side's style of play with a **TEAM TALK** at the right time. Speed and ball control options give instant playability for novice and master gamer alike. Soccer realism with Match facts, a Man of the Match award, action replays, all the latest soccer laws and much more.

kickin'

AMIGA 500/600/1200

Industrial Estate, Lawson Road, Dartford, Kent DA1 5BH Tel: 0322 292518 Fax: 0322 293422

ANCO

HOTEL MARIO

■ CD-i
■ PLATFORM
■ £24.99 ■ OUT NOW
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

It's another big licensed character for CD-i. So is it worth sending the kids for a frolic at Hotel Mario?

Mario is an incredibly important licence for CD-i to have, but rather than producing a pseudo Nintendo Mario game, Philips has produced something that's such a departure from the norm that real Mario fans probably aren't going to feel at home.

Hotel Mario is somewhat reminiscent of the boardgame, Snakes and Ladders and offers the same simple fun. The aim is to close all the doors of the hotel before time runs out, and while you're doing that all manner of woodland creatures pop out of their rooms just to get in your way.

Lifts teleport to random doors on the various platforms, giving you no indication as to where you're going to pop out. As soon as you do a new set of nasties will tend to do the same from their rooms so it's not the easiest game to plan ahead in. If you've got a good sense of timing this game is very straight forward, as you'll see if you read on.

▲ You can use doorways to hide in when there's too many dangers on a platform. Use this strategically to learn the speed and movements of the enemy.

In later levels you get these tricky ghosts which can float around the screen freely and kill you very easily. ▶

The caterpillars are annoying since they go around opening doors behind you just as you're running out of time. To kill them you have to bounce on every segment of their body. ▶

The doors with arrows on them signify which direction Mario gets moved to when he enters. The brown doors are the ones which have to be closed to complete the stage. ▼

▲ Try to keep away from the edge of the platforms. It is possible to be forced off them to your instant death. One hit from anything bad in this game will kill you.

The only way for Mario to kill opponents is by jumping on top of them (yawn). You have to be careful though, as you might hit an enemy on the platform above when you do this and kill yourself! ▼

■ VERDICT

■ CD-i

Let's clear one thing up – this is not your standard Mario game and it seems to be aimed at younger players, if you're not one, you'll find this tedious. Considering this, the formula for gameplay works well and Hotel Mario is surprisingly challenging. With around 85 stages it'll take some beating and new baddies ensure that your strategies have to evolve as the game progresses. However, it's not very rewarding for youngsters, so you might want to pass this over.

■ DENIZ AHMET

■ GRAPHICS	74
■ SOUND	69
■ PLAYABILITY	70
■ VALUE	78

OVERALL ■

67

● GAME BY PHILIPS ● CONTACT PHILIPS INTERACTIVE (071 331 1605) FOR INFORMATION

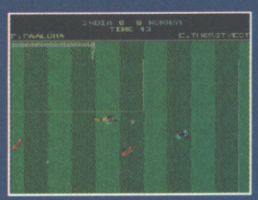
■ A500/A1200
■ SIMULATION
■ £24.95 ■ OUT NOW
■ NO OTHER VERSIONS AVAILABLE
■ NO OTHER VERSIONS PLANNED

SOCCER STAR WORLD CUP EDITION

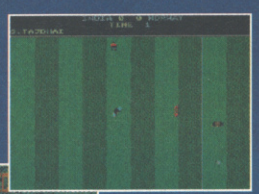
The creators of a highly successful Play-by-Mail sim unveil their World Cup management game.

The first thing that strikes you about Soccer Star World Cup Edition is the amount of accurate statistics on offer here. Just about every country in the world has its team represented, complete with the correct players, what position they play in, what foot they prefer and so on. Take it from us, it's very comprehensive. There's no league option (being able to choose Spurs, Liverpool etc), but you can create and edit your own teams and leagues so that isn't really a problem; just a niggle.

There's an arcade option too, but to be honest this isn't much cop, despite having all the usual options like aftertouch, substitutions, bookings and sending offs. It's slow, not user-friendly and I'd suggest you stick to the management side of things.



▲ *One of the best features of the game are the goalies. They leap and stretch all over the shop and are very realistic.*



This football team is obviously not doing too well, look at the lack of advertising boards! ▶

◀ *Here's the good old Blighty team in their glory. You can tinkle with absolutely stacks of options so stat heads should be kept happy.*

▲ *Goal Lasso! The arcade game is quite good fun but hardly likely to give Sensi a sleepless night.*

■ VERDICT

■ *A500/A1200*

For a game put together without a big development team it's very professional. The management option has a staggering amount of info, there's a lot of fun to be had. The arcade option is poor though, both in presentation and to play. Not as polished as Premier Manager 2, but worth a look for the comprehensiveness of the management side.

■ *RIK SKEWS*

■ GRAPHICS	30
■ SOUND	34
■ PLAYABILITY	64
■ VALUE	71

OVERALL ■

66

ALTERNATIVE

SNES
■ Player Manager
■ Imagineer/£49.99

This blends the Kick Off 2 game engine, and a great management option, with curly Kev Keegan effortlessly and rather brilliantly.

■ ISSUE 142: 95%

OUTNOW ON CARTRIDGE

And this month's cartridge kings of the shelves are...

FIFA INTERNATIONAL SOCCER / SNES / OCEAN
PRICE: £49.99

The SNES finally gets its version of this Mega Drive smash and it's a real net buster. It's not the most realistic footy game on the market at the moment, but it's certainly the best looking and the sound of the crowd, it has to be said, is just amazing.

■ ISSUE 151: 90%

PRINCE OF PERSIA / MEGA DRIVE / DOMARK
PRICE: £44.99

The Mega Drive may have been one of the last machines to get a version of this game, but that doesn't devalue it in any way. This is still one of the most solid and engrossing platformers ever.

■ ISSUE 149: 84%

PAC ATTACK / SNES / NAMCO / PRICE £IMPORT

This is a really strange combination of Connect Four, Pacman and Tetris which works really well. It's surprisingly addictive considering the strangeness of the gameplay, and well worth investigating.

■ ISSUE 150: 87%

TEMPEST 2000 / JAGUAR / ATARI / PRICE: £65

This may be an updated version of a 10 year-old shoot-'em-up, but it features enough new facets to make it one of the best blasters of the year. It's also the best Jag game so far.

■ ISSUE 151: 84%

THE AWARD FOR THIS MONTH'S CARTRIDGE CALAMITY GOES TO...

AVOID

PINK GOES TO HOLLYWOOD / MEGA DRIVE TECMAGIK / PRICE: £44.99

The Pink Panther marks his Mega Drive debut with a highly uninspiring release. The sprites and animation are generally good, but the dull platform gameplay really sucks eggs.

■ ISSUE 151: 48%

● GAME AVAILABLE ON **MAIL ORDER ONLY.** ● CONTACT **SOCCER STAR: 9 TRENT DRIVE, HUCKNALL, NOTTINGHAM, NG15 6GR (0602 642188)** FOR MORE INFORMATION.

"Football is played with a round, leather-covered ball weighing from 14 to 16 ounces and with a circumference of from 27 to 28 inches, on a pitch measuring approximately 230 yards by 150 yards..."*

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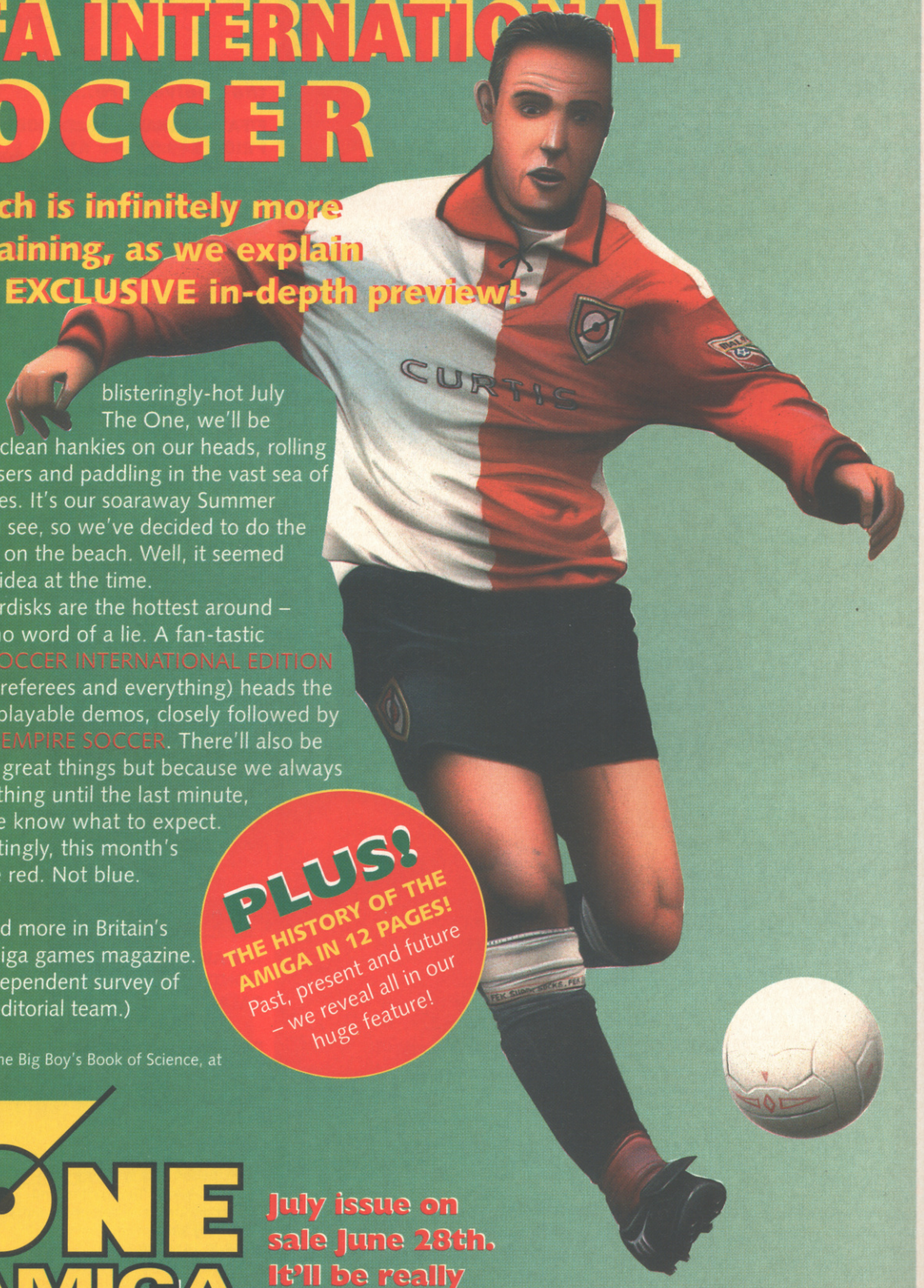
FIFA INTERNATIONAL SOCCER

– which is infinitely more entertaining, as we explain in our EXCLUSIVE in-depth preview!



In the blisteringly-hot July issue of The One, we'll be sticking clean hankies on our heads, rolling up our trousers and paddling in the vast sea of Amiga games. It's our soaraway Summer Special, you see, so we've decided to do the whole issue on the beach. Well, it seemed like a good idea at the time.

Our coverdisks are the hottest around – and that's no word of a lie. A fan-tastic SENSIBLE SOCCER INTERNATIONAL EDITION (yes!– with referees and everything) heads the list of fully-playable demos, closely followed by Graftgold's EMPIRE SOCCER. There'll also be some other great things but because we always leave everything until the last minute, not even we know what to expect. And interestingly, this month's disks will be red. Not blue. Great, eh?

All this and more in Britain's funniest Amiga games magazine. (Source: independent survey of The One's editorial team.)

PLUS!
THE HISTORY OF THE AMIGA IN 12 PAGES!
Past, present and future – we reveal all in our huge feature!

*According to the Big Boy's Book of Science, at least.

THE ONE AMIGA

July issue on sale June 28th. It'll be really ace. Trust us.

ASTRO GO! GO!

■ SNES

■ RACING GAME

■ £54.99 ■ OUT NOW

■ NO OTHER VERSIONS AVAILABLE

■ NO OTHER VERSIONS PLANNED

Hold tight, it's apparently time for another Mode 7 racing game. Let's hope those pretty graphics aren't hiding a polluted game...

Ah, those screenshots look mighty tasty eh? Which is exactly what a number of import dealers probably thought when they put the word around that this game was hot stuff. But is it?

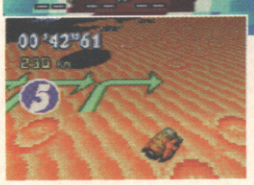
Astro Go! Go! is clearly an imitation of Nintendo's early racing game F-Zero. There are different sets of courses and different futuristic cars to bomb round in, and like any racing game proper you need to finish in a qualifying position to progress onwards.

Each track has a theme to it, and within that are appropriate dangers scattered throughout the course: the Pinball track for example is littered with annoyingly placed bouncers and missable accelerator wheels. On other tracks there are even holes which you can fall in if you don't activate the appropriate switches. You get the idea.

After each lap you get a token which you can use to activate a shield, or if you save up a pair, a burst of extra speed. But is it us, or are those opponent cars never around to make it worthwhile using them? Let's see...

▲ *The perspective in this game makes it very difficult to see what's coming up, so when the screen suddenly starts scrolling backwards you're bound to crash.*

On this stage there are fans which elevate you allowing you to hover around. Keep away from the edges or you'll fall off the track.



◀ *You have to be quick to dodge these holes but if you pass over the switches (skulls) they'll close up.*

▲ *A lot of tracks involve jumping from one part of the track to another. You can steer yourself while jumping so it's not difficult.*

Like all tracks, this one has a theme to it which in this instance is a pinball table. Bounce off the bells and hit arrows to go faster. ▶

▲ *The ribbed areas, found on corners and edges, slow you down; so try to stay central if you want to win.*

■ VERDICT

■ SNES

Lavish colours; some of the smoothest Mode 7 around (which don't require a special chip), but when you start playing you realise it's sadly dull. There's hardly any interaction with opponent racers, none of that excitement you get from battling for track position. The perspective is too high, so you never get to see very far ahead on the track which results in plenty of crashes. You'll play this briefly for its bizarre appeal, but Nintendo's ancient F-Zero is better.

■ DENIZ AHMET

■ GRAPHICS	81
■ SOUND	68
■ PLAYABILITY	60
■ VALUE	50

OVERALL

69

ALTERNATIVE

MEGA DRIVE

■ Micro Machines

■ Codemasters/£34.99

An addictive overhead racer with different vehicles and loads of themed tracks, crammed with dangers for you to dodge. Great fun.

■ ISSUE 135: 89%

● **GAME BY** MELDAC ● **CONTACT** PLANET CONSOLES (0272 413030) FOR IMPORT COPIES ● **CART SIZE** 8MEGS

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COTTON

SNES

SHOOT-'EM-UP

£59.99 ON IMPORT

PC ENGINE ALSO AVAILABLE
NO OTHER VERSIONS PLANNED

A blast from the past and no mistake. One of the best shoot-'em-ups on the PC Engine has been enhanced especially for the SNES...

There are four ways to make a violent game seem like it isn't: you can take away the gore for starters, make the graphics cute, and compliment the entire event with silly fairground music. Oh, and you can give your game a silly name, like Cotton for example.

Like most shoot-'em-ups, Cotton rides along the same theme of shooting enemies for no apparent reason other than the fact that you might be lucky enough to get a power-up as a result, and so repeat the procedure more efficiently.

Having sussed the lack of originality then, it's pleasing to know that Cotton's old-fashioned play values pay dividends, and the vulnerability induced by riding a broomstick injects a degree of panic lacking in space-based games.

The most notable addition to the SNES version, apart from speed, is the lavish parallax backdrops which lead you along from left to right and occasionally up and down. Bosses appear during, and at the end of, each level and in response to that most important shoot-'em-up query – nope, there isn't any slowdown. Want to know more? Read on...

▲ Having wasted a boss, what better way to relax than with a cup of tea? Yep, it's tea time and that means collecting as many falling tea bags as possible for big points.

▲ For head-on firepower you just can't beat this plasma-type device which releases a continuous beam of energy.

Each broomstick has a variation on this, as shown here with fire and ice. ▶

▲ You have three special weapons indicated at the bottom right of the screen. You'll need to collect tokens to boost your supplies of each. The best weapon slings a large lump of cotton around the screen killing all.

◀ The bubble around you is one of your special weapons. Obviously it's a shield, and as such doesn't last forever. Save it for the bosses if you can.

▲ The bosses are difficult to beat if you haven't got any special weapons with you. If you do though, you can usually kill them with one shot which is a bit on the disappointing side.

ALTERNATIVE

MEGA DRIVE

Grind Stormer

Tengen/£44.95 Import

There aren't many good vertical shoot-'em-ups on Mega Drive, so this one is definitely worth checking out. Fast, hectic action all the way.

NOT PREVIOUSLY REVIEWED

VERDICT

SNES

Cotton is the most lighthearted shoot-'em-up since Pop 'n' Twinbee, and it has much of the same cutesy appeal, albeit without the two-player option. It plays and handles well, and is a good challenge. The problem is originality; ie there isn't any. And as a conversion of the PC Engine, it can seem outdated in places, especially with the rather crude bosses. Cotton isn't bad at all, but brilliant it isn't, and it's not exciting enough to be overly impressive.

DENIZ AHMET

GRAPHICS	86
SOUND	55
PLAYABILITY	75
VALUE	67

OVERALL

75

● **GAME BY** DATAM POLYSTAR ● **CONTACT** PLANET CONSOLES (0272 413030) FOR IMPORT COPIES ● **CART SIZE** 16MEG

■ 3DO
■ BEAT-'EM-UP
■ £80-100 ■ OUT NOW
■ SNES VERSION ALSO AVAILABLE
■ NO OTHER VERSIONS PLANNED

ULTRAMAN

He's a real man: brave, strong, plus he packs a rather tight leotard; and huge, towering Godzilla-like creatures absolutely cack themselves when they see him...

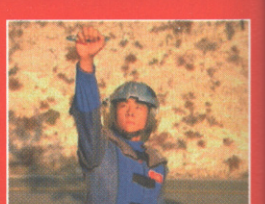
Ultraman is the strange superhero of the majority of those cheap Japanese B-movies. Despite resembling something out of Mork and Mindy his main purpose in life is to protect the population from 50-feet tall monsters. And here there are 10 of these monstrosities, and as you battle the screen zooms in and out on the action in a similar fashion to SNK's Art of Fighting game. Now what does it take to be a superhero? Well apart from apalling taste in lycra, you need a special power; and Ultraman has at his disposal five different types of magic (just like a special move really).

And that's it. This is a beat-'em-up, and you know the score. Of course there's a two player mode in there, but the problem with beat-'em-ups themed on one character is obvious – there's no other characters to play as.

This is the first of the baddies you'll battle with in the game. It likes to grab you and spit in your face. Do flying head kicks to finish him off. ▼

▲ *This nasty doesn't appreciate getting trapped. He digs himself underground and pops up elsewhere on the screen.*

The only really impressive thing about Ultraman is the introduction. Here's a selection of shots. As in the game proper, whenever the pilot crashes he'll turn into Ultraman.



There's a great library of film stills, for the real die-hard Ultraman fans. ▶

The green energy bars allow you to perform a special attack when fully charged. There's also a time limit, as usual. ▼

● **GAME BY** BANDAI ● **CONTACT** RAVEN GAMES (081-663 6810) FOR INFORMATION ● **ONE OR TWO PLAYER GAME**

This is one of the harder bosses to contend with. She'll blast you with electricity if you get too close. Moves a bit quick too.

In these flying sequences you get two chances to blast the baddy before he hits you and you crash and turn in to Ultraman.

ULTRA VIOLENCE WITH ULTRA MAN

This chap is nifty with the old combination attacks against you. His main attack is the leg sweep.

SECOND OPINION

This game has all the things to impress you - until you actually play it. I'm fed up with long FMV intros especially when I can't understand the Japanese words, but then again it is on import so I can't really complain! But the problem is the gamplay; apart from being easy, it just isn't compelling enough to make me want to spend any time with it. You'll play it to see all the fancy graphics but that's about it.

GARY LORD

VERDICT

3DO

For the first beat-'em-up on 3DO this isn't that bad, but the programmers seem to have forgotten about the gameplay in making the game look flash with unnecessary FMV clips. Basically, there aren't enough moves in the game to justify it being a beat-'em-up, and as I got through six of the ten opponents on my second go, I'd say there's little lastability. Ultraman is too shallow. All Bandai has done here is upgrade the graphics from the four-year-old SNES version.

DENIZ AHMET

GRAPHICS	85
SOUND	68
PLAYABILITY	70
VALUE	20

OVERALL

42

OTHER VERSION

The story and theme are the same, but obviously there isn't any of the FMV footage, and the flying bits are missing too. Good then, but dull by today's standards.

SNES

● ISSUE 115 ● 81%

● DON'T YOU THINK POWER RANGERS ARE REMARKABLY SIMILAR TO ULTRAMAN?

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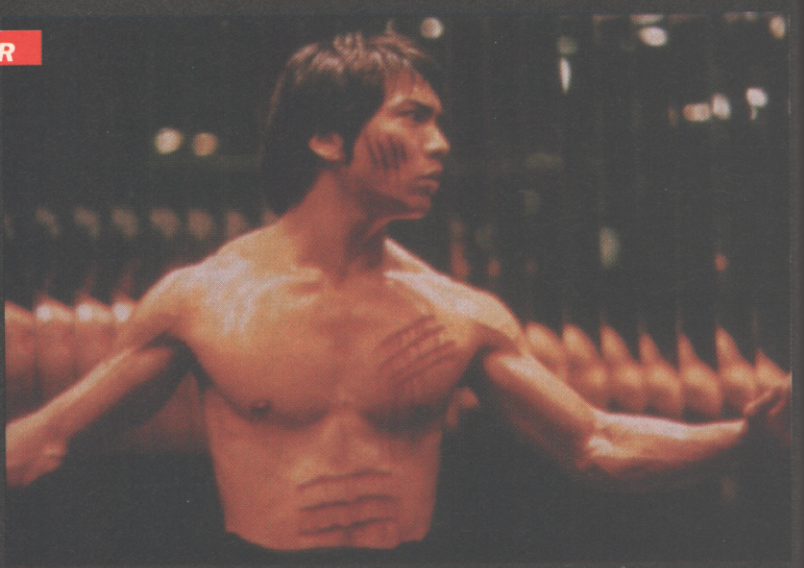
ENTER THE DR

Back in the Seventies, people flocked to the cinema to see martial arts legend – Bruce 'Dragon' Lee; Brucie is now having somewhat of a Nineties revival, but will people be flocking to buy Virgin's videogame in similar numbers?

The mystery surrounding Bruce Lee's death is probably only rivalled by the mystery that surrounds the death of his son Brandon's, on the set of the film The Crow. You see no-one knows how Bruce died, but many, including the Lee family, firmly believe that it had something to do with supernatural causes. If you've seen the film Dragon then you will be familiar with the masked figure which had supposedly haunted martial arts supremo since his childhood.

Not surprisingly, Virgin has made its official Dragon licence a beat-'em-up, and has adopted some of the Lee legend in that the ultimate foe is the aforementioned masked spirit.

The game revolves around the combat scenes from the movie of the same name, and the unique thing with Dragon is that it gives you the chance for two players to fight the same opponent simultaneously. Whether this is a sufficient enough novelty is debatable, and with just one character to play it might lack staying power...



■ GAME GEAR

◀ Each level ends, as you would expect, with a boss. This particular one has a thing about chains – and wrapping them around your head.

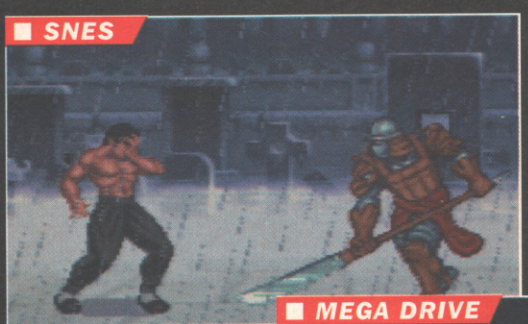
There are over 2,000 frames of animation in the Mega Drive game, and although it looks good it's not quite in the same league as the SNES version. ▼

■ MEGA DRIVE

■ MEGA DRIVE

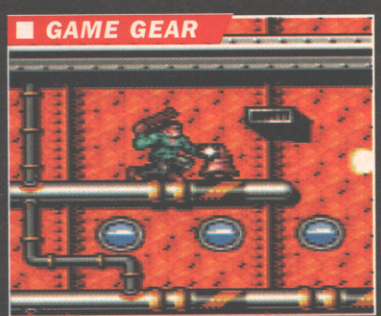
▲ Dragon is compatible with ALL the multi-tap adaptors available which enables a three player beat-'em-up like the old C64 hit International Karate Plus.

■ SNES



▲ You fight the masked spirit once you've lost all your lives. If you beat it you get a life back.

■ GAME GEAR



◀ Bruce proves that jogging bottoms aren't the best bit of kit to out scrapping with. Here, appalled at their offensive colour and design, the villains gang up to give Bruce a fashion lesson.

■ MEGA DRIVE

Each level is accompanied by some decent scene setting stills that are digitised from the film. ▶

DRAGON

All the levels in the game are found in the film. This one, as any Bruce Lee fan will know is based on the Enter the Dragon filmset. ▼

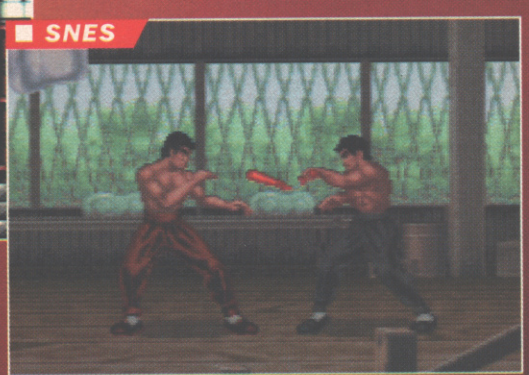
The second blue bar at the top of the screen will give you extra speed and a nunchuka when full. To fill it up you have to hit your opponents many times. ▼

■ MEGA DRIVE

■ GAME GEAR

▲ Good game, good game. Yes, in this version Brucie Forsyth could fight better than than his namesake Lee.

■ SNES



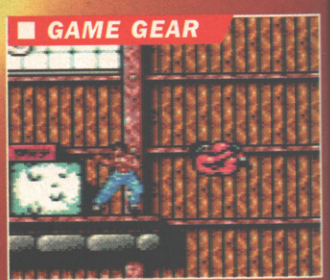
E DRAGON

● SNES AND MD CART SIZE 26MEGS COMPRESSED TO 16MEGS.

DRAGON

Ninjas in black costumes are perfectly acceptable, but purple? There's just no excusing that. ▼

■ GAME GEAR

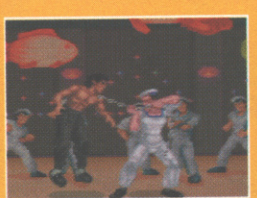


■ MEGA DRIVE

▲ As to be expected in videogames these days there's plenty of bonus and secret rooms for you to try and locate. There's also a neat training section where the boy Bruce can get in a few training rounds.

OUCH!

Dragon isn't a game for those of you who resemble a pair of old boil washed Y-fronts. No sir, it's real men that are needed here and you can see why when you take a look at some of the wincesome things that happen to tough as nails Bruce. We wanted an ice pack and packet of plasters after looking at these shots!

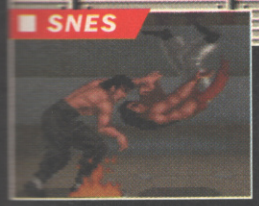


These drunken sailors will resort to anything to deck you. This chain in your neck works like Scorpion's in Mortal Kombat.

Fighting two opponents at once isn't easy. Best keep jumping around or bring in another player.

GAME GEAR

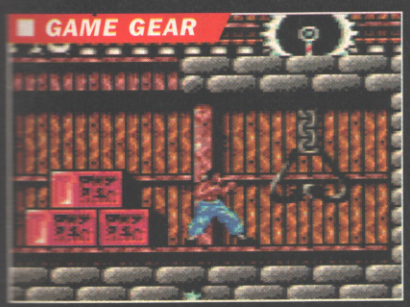
SNES



▲ You can throw an opponent to the ground if you get close enough.

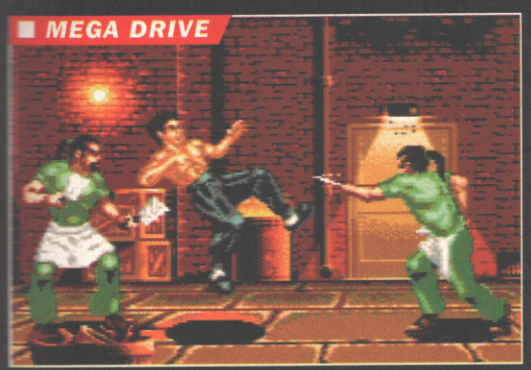
▲ The criminal genius out to stop Bruce isn't all that smart. Sending fat beardy old people to tackle a karate master isn't a good move – unless it's pension day; I mean have you seen the way they get to the front of the post office queue?

GAME GEAR



◀ As well as fighting, Bruce also has to avoid hazards such as this utterly unrealistic buzzsaw.

MEGA DRIVE



◀ 10 levels, 30 opponents, 40 attack moves – sounds great eh? Unfortunately the gameplay is average and too easy.

VERDICT

SNES

The SNES version is much better than the Mega Drive one in every sense. The graphics are sharper and smoother, the opponents are harder and in TURBO Mode it's almost as fast as Streetfighter 2 Turbo in 10 star mode. The problem though, is the lack of moves available for Bruce, since you can't put together any real variety in combo attacks. Given this, and that you can't select any other characters to play as, it doesn't offer the lastability of SF II, but it is very good.

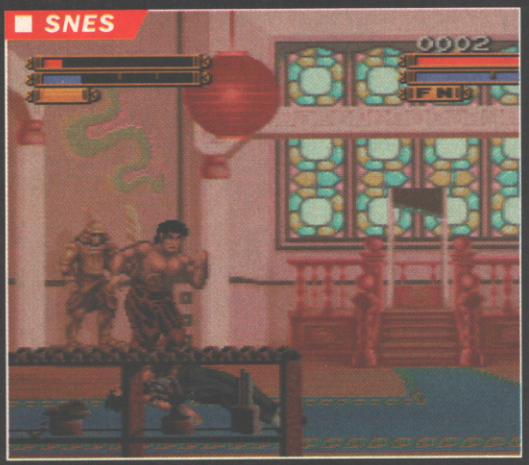
DENIZ AHMET

GRAPHICS	88
SOUND	84
PLAYABILITY	82
VALUE	78

OVERALL

84

SNES



▲ In Match mode you fight yourself. If you lose the other Bruce will jump and crush your ribs. This was a favourite Bruce 'death move' in his movies.

VERDICT

MEGA DRIVE

Good stuff but nowhere as good as on the SNES. Whereas the SNES game plays like a one-on-one beat-'em-up the Mega Drive game seems much more like a Streets-of-Rage type affair instead of a one-on-one fighting game. The graphics, while good, are not in the SNES' league and the sound is also a pale imitation. It's a great film tie-in though, with some excellent cutaways and if you're a Lee fan you should be satisfied with this. It's a bit easy though.

RIK SKEWS

GRAPHICS	76
SOUND	74
PLAYABILITY	74
VALUE	71

OVERALL

75

VERDICT

GAME GEAR

Virgin has opted to make the handheld version a platformer, rather than take on the tricky task of producing a beat-'em-up. As such they've created a game which is nothing special. Bruce can take on his enemies with combinations of punches and kicks which are accessed by pressing B and direction, which makes them difficult to use when you're surrounded. The action's limited, despite the programmers' best attempts to spice it up. Not a patch on its 16-bit cousins.

MARK PATTERSON

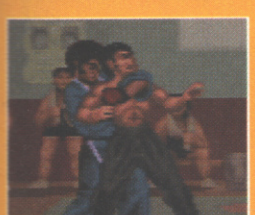
GRAPHICS	75
SOUND	67
PLAYABILITY	63
VALUE	55

OVERALL

60

MEGA DRIVE

▲ When Bruce dies he has to fight Death and if he wins he gets his life restored!



Getting too close to this chap is risky, he'll put you in a head-lock which isn't easy to get out of at all.

We can't remember Bruce fighting these girls in the movie but you have to do it here anywhere. Kick 'em where it hurts!

To get close to this opponent you'll have to smash through blocks of ice which he pushes your way. Try and jump over them - it's quicker.

● USE WATER INSTEAD OF VEGETABLE OIL WHEN COOKING A STIR FRY AND YOU'LL HAVE A MUCH LOWER CALORIE MEAL! (EH? --ED.)

ARCADE POOL

■ AMIGA
■ SIMULATION
■ £9.99 ■ OUT NOW

■ NO OTHER VERSIONS AVAILABLE
■ PC, CD-ROM VERSIONS PLANNED

Will Team 17 be able to make a splash with the latest Pool simulation to hit the Amiga?

A couple of years back who would have thought that we'd ever see a decent 'cue-based' game. That was before veteran programmer Archer Maclean and his awesome Jimmy White's Whirlwind Snooker game though. Later of course we got Archer Maclean's Pool and were equally blown away. Now Team 17 is hoping to make similar waves with its own pool-based game.

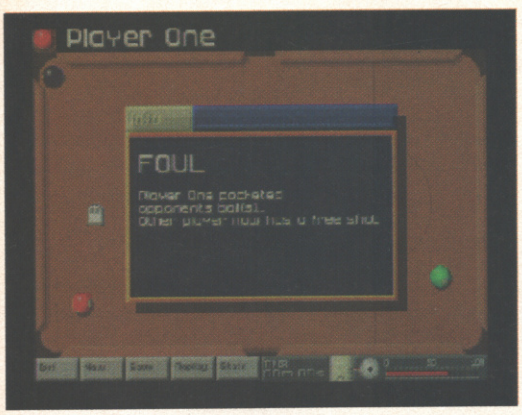
Options a-plenty await you, including UK and US 8 Ball, 9 Ball and Speed Pool. Don't worry if you've never played these before though, the rules are simple enough to pick up. Apart from this there's also a custom option (so you make your own settings), a trickshot table (where you can set up neat tricks) and a survivor option where each player has a number of lives, one of which is lost every time you fail to pocket a ball.

▲ *Look smug when you've potted a classic shot by using the instant-replay option.*

▲ *The controls at the bottom right of the screen let you position your cue on the ball (by moving a black dot around the white ball) and alter how much power you'll apply (by increasing or decreasing the red bar).*

▲ *On the easier levels a white line shows you the predicted path of the cue ball exactly once you've struck it.*

▶ *The trickshot option is great fun. You can set the balls up in any way desired before attempting that breathtaking shot.*



▲ *Don't worry if you're not used to the rules of Pool. Not only are they simple to pick up, but the computer will give you an info box should you foul.*

▲ *On the A500 the computer can take too long to make a move, in which case you can force it to play its best move at that time.*

◀ *Here's the speed pool option. As you can probably guess you've got to pot balls as quickly as possible.*

■ VERDICT

■ AMIGA

All the options offer a sound game while the computer's difficulty level is well set. Even better is the two player mode, especially when playing Survivor. The Sound FX also deserve special praise, it's good to hear pool balls that sound like the real thing instead of someone kicking a cat (or something)! The only real complaint I have is that the overhead perspective is not as realistic as the many views in Archer Maclean's Pool, but at £10 this is a bargain.

■ *RIK SKEWS*

■ GRAPHICS	83
■ SOUND	80
■ PLAYABILITY	84
■ VALUE	90

OVERALL ■

83

ALTERNATIVE

PC
■ Archer Maclean's Pool
■ Virgin/£35.99

We much prefer this to Jimmy White's Whirlwind Snooker since it's easier to get into and has a wealth of options. Yummy.

■ ISSUE 142: 89%

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CVG Jul

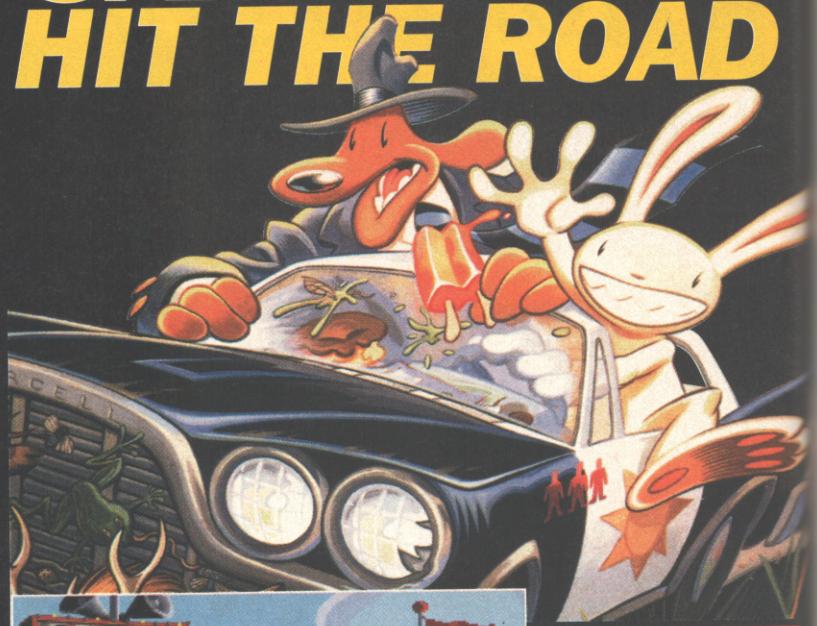
SAM & MAX HIT THE ROAD

■ PC-CD
■ ADVENTURE GAME
■ £45.99 ■ OUT NOW
■ PC DISK VERSION AVAILABLE
■ NO OTHER VERSIONS PLANNED

Ace Venturer the Pet Detective has got nothing on the antics of this unlikely duo. Time for walkies with Sam & Max...

The most important aspect of a good adventure game is the script, and for a CD version the usual way to improve on this aspect is to have a 'talkie' version. And that's what US Gold has done with this overdue conversion of the floppy original.

Sam & Max work as a team through their journeys to tourist camps as they try to solve a succession of disappearances. You control Max (the dog) for most of the game, but you have to switch to Sam for some of the tasks. The appeal of Sam & Max is the twisted sense of humour which comes from its bizarre cartoon animations and nutty dialogue. Assisting this is humorous animation sequences which activate at key points to shift the pace of the game and reveal clues – a kind of reward for your efforts. The challenge on offer is excellent, but considering there is no extra gameplay over the original floppy version, is this a bit of a slack conversion?

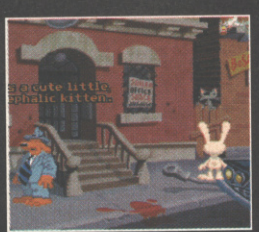


▲ In the fairground Sam and Max go for a ride on the rotating swing, and the game kicks into an animation sequence. There are lots of these animated sequences.

▲ Whenever you come across other people you can be sure they'll have something to say to you.

Sam and Max are ▶ about to get into their car and travel from one tourist camp to another. Best talk to that cat first though.

The duo arrive at a new destination. First thing to do is click on screen with for the clues before wandering down the path. ▼



▲ Sam and Max have a very large inventory for all the items necessary in their adventure. Here's a selection we found.

▲ This guard prevents Sam and Max from entering this building. It's no joy talking to him so look in your inventory for written orders.

■ VERDICT

■ PC-CD

The addition of speech is a huge improvement to what was a top game anyway. The jokes work much better when spoken rather than written, and generally the game is far more involving. Sam & Max have excellent personalities and the use of two simultaneous characters works really well. The best thing is that Sam & Max gets you straight into the action with none of that rubbish about gathering important items before you can start solving the plot proper.

■ DENIZ AHMET

■ GRAPHICS	91
■ SOUND	94
■ PLAYABILITY	85
■ VALUE	86

OVERALL

84

ALTERNATIVE

AMIGA
■ Simon The Sorcerer
■ Adventuresoft/£34.99
A magical point-and-click adventure with some slick visuals and a friendly interface. Lots of humour and a good script to boot.
■ ISSUE 149: 86%

WARIOLAND - SUPER MARIO LAND 3

■ GAME BOY

■ PLATFORM

■ £24.99 ■ OUT NOW

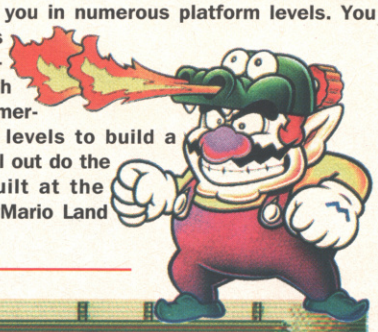
■ NO OTHER VERSIONS AVAILABLE

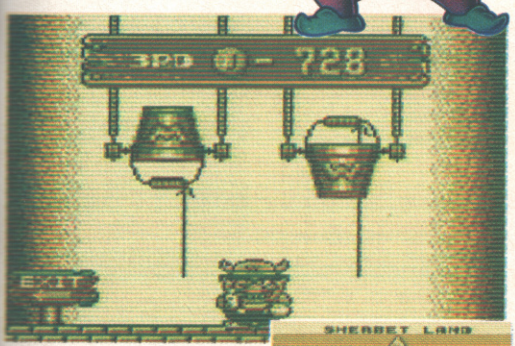
■ NO OTHER VERSIONS PLANNED

For the first time ever, an evil character stars in his own video game!

Around 100 million Mario games have been sold worldwide thanks to their gobsmacking playability. Put simply the Mario games are the best platformers created and many people would argue they're the best games ever.

Still, the idea is getting on a bit, so what new angle could Nintendo take? An excellent one as it happens, because this time round you get to play Mario's enemy Wario. It's not Mario you're up against though, there's a whole host of pirates and critters out to thwart you in numerous platform levels. You see Wario's attempt to pillage enough coins from numerous platform levels to build a castle that will out do the one Mario built at the end of Super Mario Land 2.



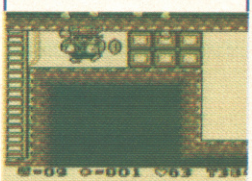


▲ *There's two pots here. One contains plenty of money, the other a 10-ton weight. You get 30 seconds to get as much money as possible but get hit by the weights too often and it's lose-a-life time.*

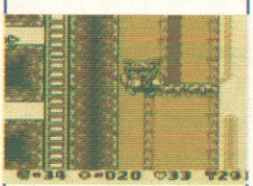
▲ *Stun the baddies by jumping on them. Now throw them at other baddies to kill them.*

◀ *There's all sorts of pitfalls ready to thwart Wario like dissolving platforms and underwater sections.*

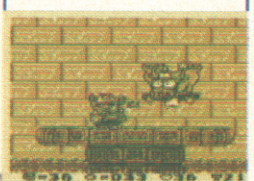
There's three different hats to pick up and they do the following:



BULL- Use this to break through blocks with just one dash.

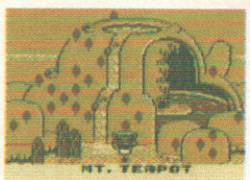


JET- With this hat you can fly around for limited periods.



DRAGON - Flame on! Torch baddies and blocks with this sizzling hat.

As you'd expect from a Mario game there's a great stack of bonus games to play. ▲



▲ *A map shows you the entire level you're currently on. Each level has plenty of courses to explore.*

▲ *Rice Beach is the first level you come across and it's gentle stuff that guides you into the rest of the game.*

ALTERNATIVES

MEGA DRIVE

■ Sonic 3

■ Sega/£59.99

We reckon Sonic is just as much Mario's rival as Wario! Classic platform frolics and a great speed rush compared to the sedate Wario.

■ ISSUE 148: 94%

■ VERDICT

■ GAME BOY

Surprise, surprise; Nintendo comes up trumps again with a Super Mario game. It's slightly weird playing the nasty character, but you're stunned by what's on offer. Graphics, sound, playability: it's a joyous overload everywhere you bounce. The only complaints I have are that sometimes the Wario sprite proves too big on the cramped screen and overall it's fairly easy. Still, there's a lot of secrets to discover so lastability isn't a problem. Another Nintendo cracker.

■ RIK SKEWS

■ GRAPHICS	79
■ SOUND	75
■ PLAYABILITY	87
■ VALUE	86

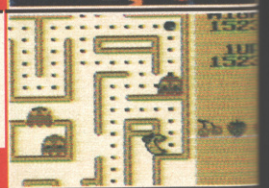
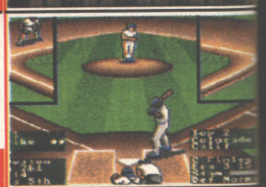
OVERALL ■

87

● **GAME BY** NINTENDO ● **CONTACT** NINTENDO (0329 822565) FOR MORE INFORMATION

EVERY GAME REVIEWED

We have to play every game released, regardless of format; and that's why we know what's what when we say a game's perfect or just a pile of poo...

	GRAPHICS	SOUND	PLAYABILITY	OVERALL	
PACMAN (NES)	Arcade perfect. That is, extremely basic and very flat-looking indeed.	Blip, blip, blip, woo, woo, woo. Sounds akin to a very old fruit machine.	Very basic and extremely repetitive. Fun for about half-an-hour at the most.	A great leap backwards in gaming thrills. For mad people only. **RATING: 42%**	
MS PACMAN (GB)	Not much blur, but not much anything else, either. Simple to the point of laziness.	Classic sound effects - ie quite crap. Guaranteed to annoy you after about five minutes.	Scrolling maze means you can't see what's coming up, leading to much frustration.	A very bad idea indeed, this. A dull old game is made worse by a stupid conversion. **RATING: 36%**	
ALCAHEST (SNES)	Plenty of variety and some absolutely gorgeous sprites - particularly the bosses.	While the effects are good, the tunes don't really carry any atmosphere.	Nice and simple to get into, although this simplicity does occasionally lead to repetitiveness.	Some good original ideas here, but the game isn't really captivating. **RATING: 76%**	
RBI BASEBALL'94 MEGA DRIVE	Big, detailed and well animated sprites, but only one (rather bland) backdrop.	The crowd is certainly excited about the game, but the organ music might get on your wick if you have any taste.	Certainly easy enough to get into, but it's all rather limited and repetitive.	OK if you're a baseball fan, but this isn't going to turn anyone on to the sport. **RATING: 70%**	
MAGIC BOY (SNES)	Nice and cute, but obviously styled for the Amiga. Plus, the animation is a bit cack.	Boy are those tunes catchy. The effects aren't bad, but they're sometimes lost in the music.	Niggling frustrations soon add up, and there isn't enough originality to keep you interested.	Uninspired and uninspiring platformer which is inoffensive enough, but not really worth investigation. **RATING: 68%**	
SUPER PUYO PUYO (SNES)	Quite basic, really, what with the sprites just being little lobs and everything.	Very Japanese cutesy tunes which sound like something off a test card.	Very addictive Tetris-style play, although lacking somewhat in the originality department.	A splendid puzzle effort with a lot of personality which is overshadowed by Super Mega Bomb Gun Tetris 7. **RATING: 89%**	
TIME TRAX (SNES)	Very busy, with small but perfectly formed and well animated sprites plus good backdrops.	Spooky tunes add a lot of atmosphere and the speech and effects are top notch.	Tonnes of moves, plenty of originality and a good sense of tension to keep you going.	Challenging, absorbing and loads of fun to play - one of the best platform beat-'em-ups on the SNES. **RATING: 89%**	

ECCO THE DOLPHIN (MASTER)

TOTAL CARNAGE AMIGA

KING'S QUEST VI AMIGA

ARMOUR GEDDON 2 AMIGA

STABLE MASTER 2 AMIGA

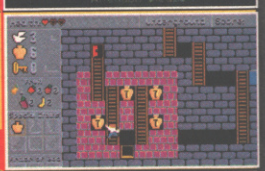
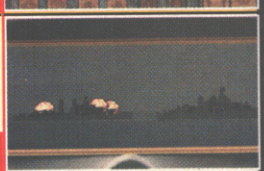
CORRIDOR SEVEN PC

STARLORD PC

CIVILIZATION FOR WINDOWS

WOLFPACK PC-CD

	GRAPHICS	SOUND	PLAYABILITY	OVERALL	
ECCO THE DOLPHIN (MASTER)	Spectacular by Master System standards, great sprites and serene backdrops.	Also great by the usual MS levels, the music and effects are rather soothing in a way.	Deep and challenging gameplay, you'll be hooked after the first couple of levels right through to the end.	An absolute must-buy for all Master System owners, whether you like the sound of it or not, you'll love it. **RATING: 94%**	
TOTAL CARNAGE AMIGA	Blocky sprites and much slowdown in effect here. Ick central!	Absolutely dire. It sounds not unlike the torture of small furry animals in the pits of hell.	Slow, sluggish, unresponsive - choose your least favourite gameplay attribute and it's here.	Total rubbish! Boring, frustrating and just plain very very bad indeed. **RATING: 21%**	
KING'S QUEST VI AMIGA	Very pretty with an enormous wealth of detail, just like one of them Constable paintings.	Atmospheric, if a little slow on the old uptake. Sounds as you'd expect.	Not exactly an original format anymore, but there's a lot of new puzzles and fun to be had.	If you can put up with 10 disks, you should like this; although not as much as Beneath a Steel Sky. **RATING: 84%**	
ARMOUR GEDDON 2 AMIGA	Lovely polygon mapping and some very detailed sprites make this v. good-looking.	Nice booming effects add to the aura of violence permeating the proceedings.	Takes a bit of getting used to, but once you've got the hang of things this is highly absorbing.	Not one for those without patience, this is a very rewarding title should you stick out the learning curve. **RATING: 89%**	
STABLE MASTER 2 AMIGA	Tiny little horse sprites which, to be frank, aren't going to get anyone excited.	Whinny! Parp! Wow! What a complete aural feast! I don't really think so, somehow.	Know anything about horse training? Then stick to training real horses. At least you'll make some money out of that.	Full of absolutely no variety, and only of interest to your actual real horse experts. **RATING: 42%**	
CORRIDOR SEVEN PC	It's those DOOMish graphics again. Smooth and atmospheric, but not as good.	Not much in the sound effects depot 'fraid. The odd sound keeps you awake at least.	There's some good atmosphere to be experienced here, but there's not enough things to kill.	It's a cheap alternative to DOOM, but no where near as impressive. **RATING: 39%**	
STARLORD PC	Not baaad, but you've seen this kind of thing a million times already.	Absolutely hideous, turn down the volume quick or you're going to die!	The strategy has some major flaws in it, and the 3D shooting bits are slow, badly programmed and dire.	Oh gosh, as if there aren't enough space trading/shooting games already, here comes a v. bad one. **RATING: 46%**	
CIVILIZATION FOR WINDOWS	Vastly improved over the original Civilization, dead ace and smooth - a real atmosphere boost.	Not exactly enthralling, but perfectly adequate for the game in hand.	Completely absorbing. Kiss goodbye to having any friends left as soon as you buy this.	One of the most in-depth games yet programmed, and an absolute if you don't have the original. **RATING: 90%**	
WOLFPACK PC-CD	Primitive looking, certainly takes no advantage of the CD capabilities on offer.	Ditto here, a few hissy samples where there should have been a catalogue of real booms.	Simplistic compared to the majority of CD simulations. Quite sparse on the action front.	Not worth the money when you think you could get hold of Silent Service on budget, which is better. **RATING: 41%**	

	GRAPHICS	SOUND	PLAYABILITY	OVERALL	
FANTASTIC DIZZY PC	Extremely basic sprites and backgrounds. Very Play School in atmosphere.	Equally kids' programme-like in their bouncy jolliness. Could get annoying for adults.	Plenty of puzzles here, but they're all a little on the simple side. Not much arcade skill required.	A very good game for children, this should get their brain working. **RATING: 78%**	
PRIVATEER: RIGHTEOUS FIRE PC	Nice graphics, plenty of new scenes and some gorgeous still screens.	Hey! Surprise surprise! Exactly the same as the original Privateer!	Well, there's some new scenarios and a few new power-ups if that makes any difference.	Liked the original? Then this is right up your street. Not worth buying the original for, though. **RATING: 72%**	
SPIRITUAL WARFARE PC	Not unlike a poor Commodore 64 8-bit game with all the charm removed.	Fitting rendition of 'What a Friend We Have in Jesus' for this Christian game – but very poor quality.	Far too simplistic to be fun, and far too frustrating to hold your interest for more than a couple of goes.	Brings new meaning to 'arcade conversion'. Will have you praying for salvation from the horror. **RATING: 10%**	
DOOFUS PC	Looks like an Eighties Amiga game - all ray-traced backdrops and the like.	Not exactly on the wrong side of bad, but this isn't going to win any awards for audio excellence.	Limited and extremely frustrating, not to mention a million years out of date.	No new ideas, no fun factor. This is really rather dull and shows a chronic lack of imagination. **RATING: 26%**	
RED HELL PC-CD	Some nice effects, but the majority of in-game graphics are of a low quality.	Desperately average. So average, in fact, that the sound is actually abnormal. That's a paradox, that is.	Terrible player interface, and the access time is ridiculous. Learn to program, dolts!	A potentially ace adventure totally spoiled by poor mechanics and a lack of playtesting. **RATING: 41%**	
REUNION PC	Quite average to be honest, nothing in the realm of 7th Guest, that's for sure.	The PC equivalent of supermarket music; it's there in the background but you never really notice it.	Incredible depth of play, although it may be a little hard going for lightweights.	Definitely one for strategy buffs. Be prepared to invest a lot of time, though. **RATING: 89%**	
SHADOW-CASTER CD PC	Great, detailed and very imaginative sprites create a lot of atmosphere.	Groovy choons and atmospheric FX. Banging, nice one, top one, sorted.	A fast-moving and exciting RPG without the attendant baggage you'd expect from this genre.	This should appeal to most arcade fans, but RPG purists will come to curse the lack of depth. **RATING: 80%**	
GREAT NAVAL BATTLES 2 PC	Not too bad until you zoom in on your periscope - block central! Aiee!	Atmosphere-boosting effects abound here. Great if you can hook it up through stereo speakers.	A perfect mix of strategy and planning with enough shooting, bombing and death to satisfy action types.	Whaddya know, they are great naval battles and all. A superb purchase for everyone. **RATING: 90%**	
IN EXTREMIS PC	A nice, grainy movie quality prevails, but the aliens are of a laughable B-movie grade.	Perfectly adequate, although hardly the spine-chilling stuff you need for this sort of game.	Good enough for a short while - there's plenty of gore. But it's all too slow. Waaay toooo slow.	A sub-Doom effort destined to languish in the shadow of the superior demon-buster for all eternity. **RATING: 54%**	
SPACESHIP WARLOCK CD PC	More gorgeous than the lovely Paul Rand. Except they actually are gorgeous.	The sort of sound that says 'Hey - let's just enhance that atmosphere and chill out, huh?'	Intuitive, addictive and thoroughly enjoyable - but waaaay too easy. You should finish this in one sitting.	In you've just had a frontal lobotomy and can't play games, you'll love this. If not, you won't. **RATING: 26%**	

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YOB'S MAILBAG

RRREEEETTTCCCHHHH! That's the contents of my stomach gone, just in time to wade through this month's crop of crap which gets sent to Yob's Mailbag. There's something for everyone – if everyone were a congenital idiot. Got something to say? A ridiculous comment about me? Or maybe you want me to print a picture of you doing something questionable? If so, scrawl your meagre offerings on to whatever filthy scraps you can find and post them to: YOB'S STOMACH-CHURNING MAILBAG, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Remember, there's a £100 software prize if your letter is worth the paper it's printed on, and a flailing of the family jewels for the rest.

SWEATY SOCK

Dear YOB,

Some while back now you printed a letter from my so-called friend Simon Young. Now he explained how he beats M Bison on the arcade. I apologise for him being so insane, but now – thankfully – he is safely locked away in a small room with padded walls. He has got a nice new white jacket that you can't move your arms in.

I am sure we can all sleep better tonight knowing that he cannot hurt us by writing into your mag with his insane, psychopathic and retarded ideas on how to play computer games. Have you heard that scientists now believe that it is possible to live without a brain, thanks to Simon?

TOMMY SPENCE,
East Linton, Scotland

YOB: And thanks to you, Tommy, for being the first guinea pig to prove the scientists' theory. Please remember, though, that it only works on people who live in crap cold countries where men can get away with wearing skirts without being labelled transvestites, eat sheep's stomachs and call it a delicacy and watch Third Division-quality football teams – all the time (unless they venture south of the border that is). Och aye.

ONE-MAN TEAM

Dear YOB,
The first thing I am going to say is that I have seen you going into a pub with John Major. An hour later you come out and he walked off and you got into your 'W' reg Lada and drove off. You must like your car because it had leather seats, alloy wheels and a new paint job. Your car must be your pride and joy. By the way, is John Major your best friend? The second thing is that I reckon that the Queen hasn't woken up to herself yet because if she had, she would have given you an award for being the Sad Mother Of The Century and one for Best Owner Of A Lada.
One more thing, do you own a crap Atari 2600?
RICHARD DEAN,
Manchester

YOB: Surprise, surprise Richard, here's a little note from your sister:

Dear YOB,
Please could you print a picture of my brother (Richard Dean) being kissed by a pig because he reminds me of a pig and he has a dirty mind.
SUSAN DEAN,
Manchester

PS I hope YOB'll fix it and another thing, Richard does not know about this letter (my brother always buys CVG whenever there's a new copy).

DIRTY FROG

Dear YOB,
Would you please answer these questions? I would like to buy either a 3DO or a Jaguar. I know that the Jaguar is technically better but the games on the 3DO are so much more impressive.
1. Which console do you recommend I buy?
2. Does the 3DO crash?
3. Why does the 3DO cost so much more than the Jaguar?
MARTIN RHODES,
Luxembourg

YOB: 1. The Sega Eurovision – the games look great, but the sound is ear-piercingly awful and you can never score any points.
2. Only when used in Luxembourg.
3. It'll probably come down in price later this year in order to compete with the Jag.

CRAP FOR TAFFS

Dear YOB,
Me and my mate Chris think that your insults are really good. However, if you don't put us in your mailbag or give us £100 then we're going to come to your house and turn you into what my dog does after a hot curry.
ALASTAIR NOYCE and CHRIS BYRNE,
Lymm, Cheshire
PS My dog's a Rockviler [sic].

YOB: A Rockviler, eh? Stone the crows! Actually, we'd be better off stoning Alastair and Chris.

26 YEARS

Dear YOB,
I am writing to ask you a whole bunch of questions and to tell you what a sorted guy I think you are. Please can the following be answered by you:

1. Is it true that some High Street stores are reducing cart prices by up to £20 because of complaints that games are too expensive?
2. Is there a SNES CD unit coming out? If so, when? And for how much?
3. Is Return Of The Jedi coming out for the SNES? If so, when?
4. Is the Game Gear TV Tuner any good?

In issue 149 you got a letter from a guy in Germany asking 'Why are the mountains so high?' and you said 'Haven't you noticed the country you're in doesn't have any'. Well Germany has got mountains, there's the Hearts mountains and some in Bavaria, the tallest being the Zugspitz. I should know, I've been to them.
Apart from that I'd like to say the mag is well sorted, so keep it up.
GARETH MCGAW,
Laarbruch, Germany
PS Before you insult me for being German I would like to say I am 100% British. I only live in Germany because of my Dad's job.

YOB: That's as may be, but you sound like a bit of a smartass so that's good enough for me. Send 'em all to Germany, that's what I say – it's the only language these people understand.

1. Some High Street stores are reducing cart prices by up to £20 because they've overstocked on crap games.
2. No. Nintendo has all but ruled out CD, even for Project Reality.
3. Beginning of '95 is my latest info.
4. If you like watching telly on a rubbishy little screen, it's great.

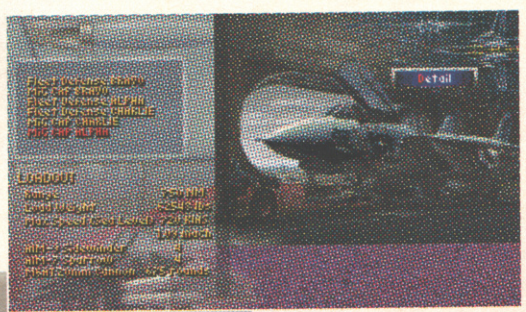
GROUP TEST

SIMULATION STIMULATION

Don't take control of your own life, take control of someone else's; be it a fighter pilot's or F1 Grand Prix driver's, we pick the best real life sims and tell you about the rest...

Tired of the standard up-down-left-right-fire-jump of video games? Fancy a dose of real life? Of course you do! But not your own real, sad life of course. You want to be in the cockpit of an F15, being chased by Sidewinder missiles. Or roaring down the home straight at Silverstone in your Formula One. Or gliding through space on your way to a meeting with a purple man who wants to sell you 30 tons of hand weapons.

Computer simulations are meant to give you the realistic feeling of being there, in the driver's seat, with all the options the real driver would have. Over the past couple of years such games have become increasingly popular and increasingly sophisticated since the hardware to reproduce more realistic graphics, sound and gameplay has become available. The most popular are flight simulators, usually based on high-tech jet fighters and nearly all of the best are programmed for the most powerful PC systems, though the range of simulations is widening all the time. In the past technical accuracy was all, but these days programmers realise that players want action and gob-smacking 3D graphics rather more than dozens of knobs and buttons to twiddle with, so if you're thinking that simulations are for propeller-heads, you couldn't be more wrong.

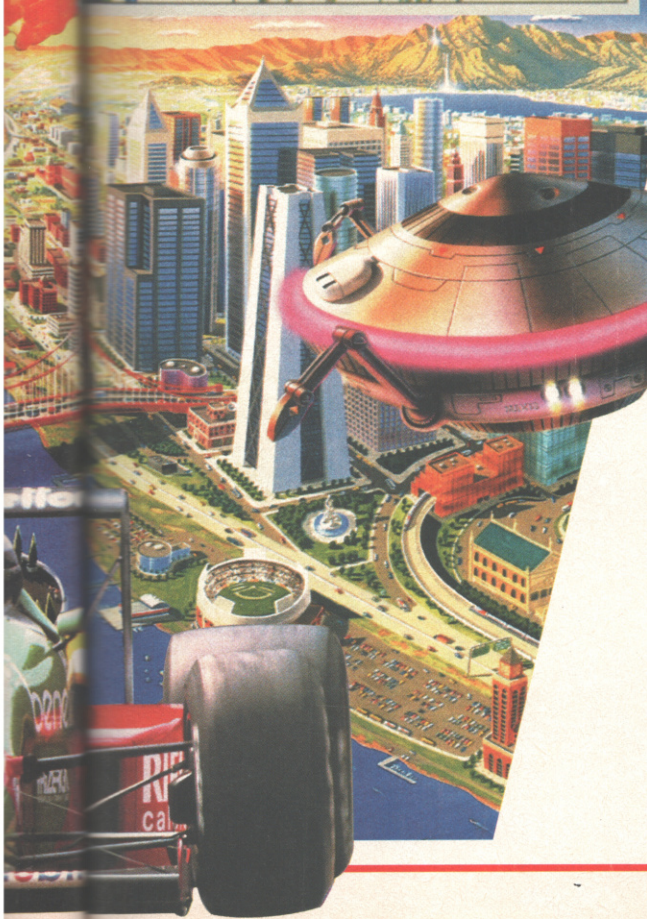


▲ *Fleet Defender: rather similar to F-15 Strike Eagle but with some impressive texture mapped 3D effects.*

◀ *TFX puts you in the charge of the UN in some spectacularly Gouraud-shaded aircraft.*

FLIGHT SIMULATORS

Yep, this is where most of the simulator action is going to be, and you'll find most of the games are for the PC, which has the hardware to handle super-realistic vector graphics with texture-mapping and smooth colour shading techniques. But don't be disheartened, you console owners – there are a few choice flight sim cuts for your machines.



BEST FLIGHT SIMULATOR

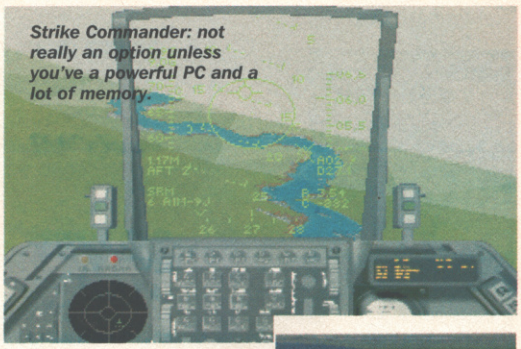
■ TFX
■ PC CD-ROM
■ BY OCEAN

Digital Image Design (creator of F29 Retaliator, Robocop 3 and, ahem, Epic) is also responsible for this highly acclaimed air combat simulator which lets you bunt around the blue in either an F22, an F117 or a Eurofighter in the service of the United Nations. After completing a lengthy training course you're dumped into loads of missions full of inhospitable enemy pilots and tank commanders just dying to be rocketed or bombed, but they put up a hell of a fight so don't expect a turkey shoot.

As with DID's other titles, the 3D graphics in TFX are the game's best feature – the Gouraud-shaded aircraft can be truly spectacular, and the multiple viewpoints show them off at their best. The gameplay is good, but it has a few rough edges, bugs and holes in the documentation, which let the side down somewhat. The speech in the CD version is a bit silly too – 'I've got bogies all over me!' squawks the pilot.

Still, this is widely regarded as the current ruler of the PC flight sim roost, and there's no denying that it certainly delivers in the thrills and spills department.

● **£39.99 (PC) AND £44.99 (CD-ROM)**



Strike Commander: not really an option unless you've a powerful PC and a lot of memory.

■ FLEET DEFENDER
■ PC
■ BY MICROPROSE
■ £44.95

MicroProse's latest isn't the firm's greatest, being almost a rerun of F-15 Strike Eagle 3, but with a US Navy F14 Tomcat taking the starring role. In true Top-Gun style you get to burn around the skies, using your vast arsenal of Sidewinders and Sparrow missiles to see off any aircraft which are getting too close to your home carrier. The most noticeable thing about Fleet Defender is that all the 3D graphics have been texture-mapped, and the bits that aren't texture-mapped are Gouraud shaded. It might sound good, but it all looks heavy-handed and things can get a bit messy when large objects start moving. There's a lot of variety in the missions, but on the whole Fleet Defender isn't overly impressive.

● **£44.95**

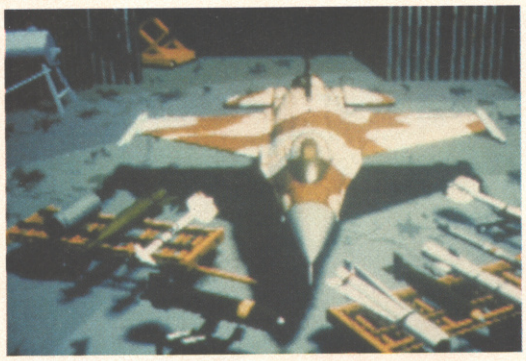
■ FLIGHT SIMULATOR 5
■ PC
■ BY MICROSOFT

Ten years ago they used to say that the only worthwhile IBM-compatibility test for a PC clone was to get it to run Sublogic's Flight Simulator, written by Bruce Artwick. Flight Simulator gave the player FULL control of a light plane, and, as a simulation, it was more detailed and accurate 10 years ago than a lot of these other games are now. The main advances in the latest version of Flight Simulator are in the graphics, and the sparse, monochrome landscapes of the original have been replaced by 256-colour, super-detailed, Gouraud-shaded, real-life scenery. You can buzz San Francisco's Golden Gate Bridge in a Cessna or fly a sailplane between the twin towers of the World Trade Center in New York, but if you get tired of cruising the American metropolises built in, you can enlarge the scenery database with add-on disks, which cover much of Europe and the UK.

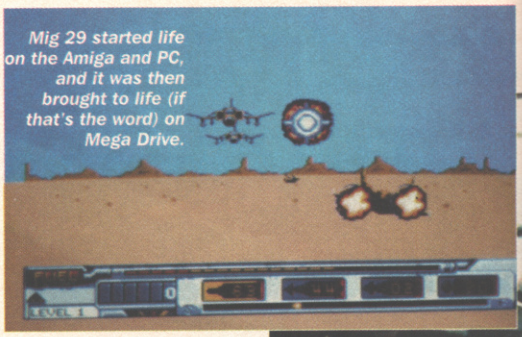
If you're wondering what you can blow up you'll be disappointed, because Flight Simulator 5 doesn't have any combat sections at all, though you can test your piloting skill with the navigational challenges or the crop-duster game. It's definitely a game for wannabe pilots rather than Top Guns, and after taking the course of built-in flying lessons you'll believe you're ready to take control of the real thing!

● **£39.99**

▲ *Flight Simulator 5 is just that – you can test your flying and navigational skills, but there's no combat involved whatsoever.*



◀ *Strike Eagle II is the kind of game where the technical flair is sacrificed in place of action; but who's complaining.*



Mig 29 started life on the Amiga and PC, and it was then brought to life (if that's the word) on Mega Drive.

■STRIKE COMMANDER ■ PC ■BY ORIGIN

Chris Roberts, who brought you Wing Commander back in 1991, used a souped-up version of his 3D graphics engine to good effect in this air combat sim. The view from the cockpit of your supercharged F16 is of a Gouraud-shaded, texture mapped world which looks like it's been generated by one of those giant Rediffusion simulators you occasionally see on Tomorrow's World. The price for this, as ever, is speed, and unless you have a 486 DX with a lot of memory and a lot of hard disk space this just ain't gonna work too well.

When it is going, the action is good stuff, consisting of dogfights at Mach 1 and the occasional ground assault. It's the graphics (and the sound if you install the optional speech pack) that really make this game, though. It's definitely the prettiest flight simulator on any machine at the moment.

● £44.95

■F15 STRIKE EAGLE ■ PC ■BY MICROPROSE

The history of MicroProse's F15 Strike Eagle series goes way back to the dawn of the company when they released a wire-frame 3D airborne shoot-'em-up on the Atari and Commodore machines. Of course, Number 3 is streets ahead of that oldie in every respect, but it remains true to the original in that it's one of MicroProse's less 'simulatory' simulators. The emphasis is on action - find the target and send a rocket up its afterburners or a bomb down its chimney - and that action is fast and very easy to get into. The graphics are excellent (though perhaps not as good as TFX's or Strike Commander's) and it's all presented with the usual Microprose attention to detail.

● £44.95

■GUNSHIP 2000 ■ AMIGA ■BY MICROPROSE

The follow up to Gunship, this 'copter sim comes with a heavy arsenal and unlike its predecessor where you just had the Apache AH-64, here you can pilot up to seven of the United States Air Force's whirlybirds. The graphics are highly detailed, which is all the more impressive because the game is just so fast.

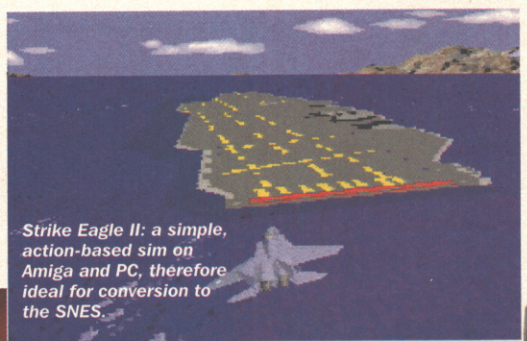
● £25.99

Gunship 2000: seven different helicopters to blow seven shades of poo out of the enemy.

■STRIKE EAGLE II ■SNES ■BY MICROPROSE

On the PC, Amiga and ST F15 Strike Eagle II was one of MicroProse's simpler simulators, relying on action more than technical details to keep the player going. This is probably why it was the best candidate for a SNES conversion. There are two distinct sections to the game; when you're on your way to a target you get a Mode 7 3D view of the dogfighting fun, then when you're over your target the screen switches into a top-down mode so that you can target your bombs and missiles with ease. Despite the limitations of the hardware (the slow processor and the lack of keyboard controls) F15 on the SNES isn't as cut-down as you might expect and it's well worth trying.

● £44.95



Strike Eagle II: a simple, action-based sim on Amiga and PC, therefore ideal for conversion to the SNES.

■MIG 29 ■MEGA DRIVE ■BY DOMARK

A conversion here of Domark's top-selling PC and Amiga simulator of a few years back, which does a good job of getting speedy 3D vector graphics out of the Mega Drive's more sprite-happy graphics chip. Five multi-

F22, though somewhat dated is still a good blast on the Mega Drive.

stage missions await the attentions of your state-of-the-art Soviet superfighter in this game which tries very hard to be more of a simulator and less of an arcade game. Even the lack of control keys doesn't hinder MiG 29 and while you're playing you can arm missiles, lower your landing gear or whatever using a system of pull-down menus which works surprisingly well.

The only trouble with MiG 29 is that the action is a bit slow to get started and cruising the skies looking for excitement is tedious because the visuals look a bit drab.

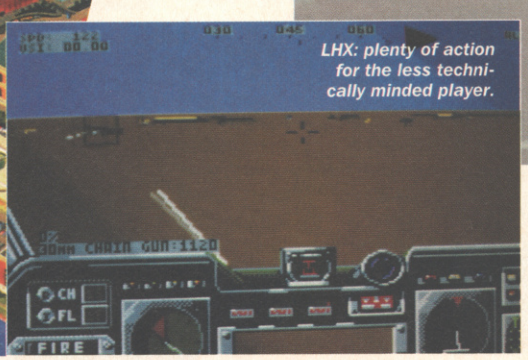
● £49.99

■F22 INTERCEPTOR ■MEGA DRIVE ■BY ELECTRONIC ARTS

This oldie is starting to look its age these days, but though the 3D vector graphics are very simple and gaudily coloured, the action is fast and fresh. The game consists of very short missions in which your F22 has to take off, shoot down gangs of MiGs then land again – stuff like that. There are lots of them, though, and should you ever finish them you can always try the Ace's Challenge in which you take on an ever increasing number of enemy aircraft in air-to-air combat.

The controls are simplistic, amounting to firing the guns, launching a missile or igniting the afterburners, but button combinations eject chaff, and you can pause the game to flip through menus, arming missiles or setting the skill of your opponents among other things. If you want your Mega Drive to give you a good burn around the skies, F22 has yet to be bettered.

● £19.99



LHX: plenty of action for the less technically minded player.

■LHX ATTACK CHOPPER ■MEGA DRIVE ■BY EA

EA followed up F22 Interceptor by using its 3D graphics engine to produce this conversion of a golden oldie PC title. This time, though, you're flying either an AH-64 Apache gunship or an experimental LHX whirlybird through a vast number of sorties in desert and jungle terrain. There's a huge variety in missions and you can expect to come under fire from tanks, jets, helicopters and even blokes with AK-47s, though these can be satisfyingly dealt with using the automatic targeting system, a couple of missiles and a chain gun. Compared to any recent PC sim, the graphics in LHX are super simple, and not even that fast, but give it a chance and you'll find that LHX is a cool sim, with plenty of blasting action to please the less technically minded player.

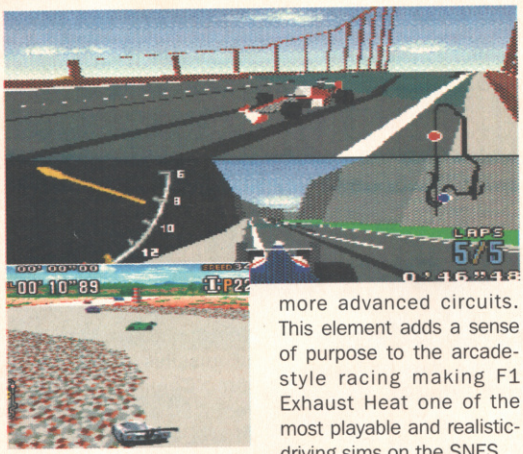
£19.99

DRIVING SIMULATORS

After years of being confined to Pole Position-style arcade racing games, speed freaks can finally experience more realistic from-the-cockpit views, tune up their cars and watch themselves cause major trackside pile-ups from multiple camera angles.

■VIRTUA RACING ■MEGA DRIVE ■SEGA

Sega's conversion of its own coin-op is certainly a treat for the eyes – the cartridge contains Sega's Virtual Processor which helps plot the game's detailed vector graphics at astonishing speed. The fast, detailed visuals and the feel of the controls make this much more of a driving simulator than most Mega Drive racers (the Lotuses, for example) in which you can keep your foot down practically all the way around the course and slide through the corners. Like the arcade game there are only three circuits to race around (though you



▲ *Exhaust Heat: great racing feel on 16 of the world's top circuits and Mode 7 graphics!*

can drive around them in the opposite direction too) and this is VR's main bugbear. However, having said that, those three circuits are much more fun to drive than the dozens of bland strips of pavement in other games from this genre; and Virtua's challenging gameplay and the split-screen two-player option means that the action won't run dry prematurely.

● **£69.99**

■F1 EXHAUST HEAT
■SNES
■NINTENDO

One of the best motor racing games going, and some would say it's even better than the sequel when it comes to providing a great racing 'feel'. You get to race your F1 around 16 of the world circuits, displayed in smart Mode 7 3D graphics. The going is easy at first, but then your car starts off a bit underpowered, and you have to be prepared to invest your prize money in upgrading your engine, tyres and so on if you want to stand a chance on the more advanced circuits. This element adds a sense of purpose to the arcade-style racing making F1 Exhaust Heat one of the most playable and realistic-driving sims on the SNES.

● **£44.99**

■FORMULA ONE GRAND PRIX
■AMIGA, PC
■MICROPROSE

Programmed by classic games writer Geoff Crammond F1GP turned heads when it hit the 16-bits in 1992. From the cockpit of your F1 roadster you get to see 16 of the world's most famous circuits on five skill levels. Graphically, F1GP is impressive – fast, smooth vectors with a modicum of texture mapping on the road and the verges. F1GP has extensive car set-up options, but for the most part you can leave them be, and real klutzes can get the computer to show the best racing line then keep the car more or less on it, and also suggest gears, get the car out of spins and make it indestructible. All this and the very competitive computer drivers help make F1GP the best racer on general gameplay.

● **£34.99 (AMIGA), £44.99 (PC)**

◀ *Virtua Racing: great racing in two-player mode.*

BEST DRIVING SIMULATOR

■INDYCAR
■PC
■VIRGIN

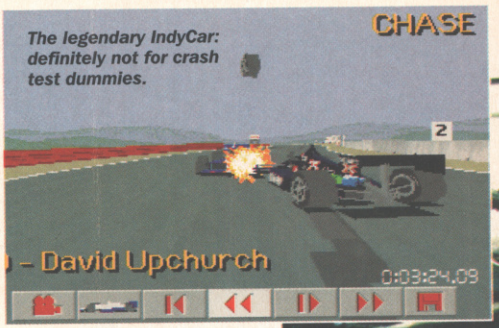
This is about as simulationy as driving games get! The game starts in your garage where you get to whiz around your rotating 3D car, fixing up your tyres, setting the angle of your wings and adjusting your gear ratios before you take to the track where legions of other IndyCarmeisters are waiting to beat you into last place.

The first thing that strikes you as soon as you hit the track is the game's graphics – everything is texture-mapped, so you get billboards around the circuit, adverts on the bridges and the cars' engine cowlings and air intakes, and even the wheels appear to have aluminium-spoked hubs. This makes even F1GP look simplistic, but the payoff is speed; you really need a powerful 486 PC to get IndyCar running smoothly, whereas F1GP will quite happily run along on a 386.

The other thing about IndyCar is that it really is for players who are well into motor racing. Everything about the game is very realistic, so there's none of this 'making the game easy' nonsense for you crash dummies, and it takes an enormous amount of practice and skill to make any decent placings.

● **£44.99**

▲ *Run F1GP on an A1200 or a 486 PC and the effect of speed is terrific.*



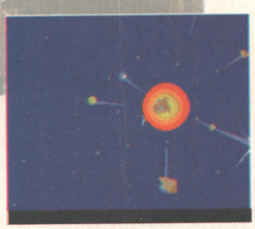
The legendary IndyCar: definitely not for crash test dummies.

SPACE FLIGHT SIMULATORS

Space combat isn't a game of Space Invaders these days. Oh no. Check out these titles which give you the chance to go where no man has gone before.

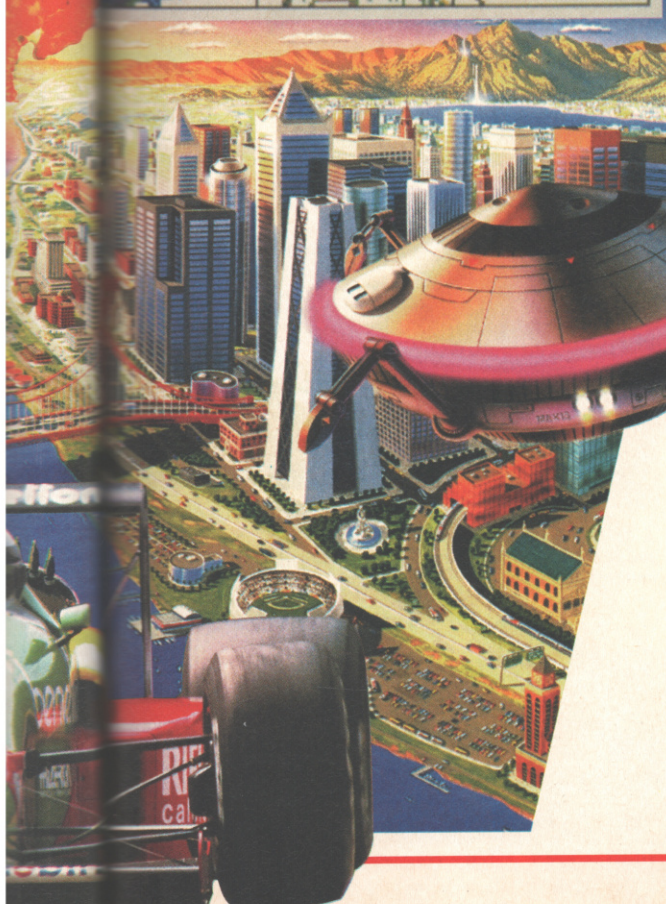
■FRONTIER
■PC, AMIGA, CD32
■BY GAMETEK

Elite's sequel is more of the same, but on a grander scale. Whereas before the trading and the space dogfights took equal parts in your voyage, in Frontier the commerce aspect dominates. Now you can trade in even more ports in even more commodities, as well as buy new ships or at least some new bits for the



▲ *Frontier: it's like Elite only it's got far more trading and a lot less action.*

Elite: an age old game, but it has age old gameplay too!



old one and check bulletin boards for special missions. There really is a lot of depth to that side of the game. What's disappointing is that the combat is really a shadow of its former self. Gone is the graceful dogfighting; in Frontier your enemies either charge straight at you or they whiz round and round your ship at a safe distance. The more realistic flight model, which requires deft handling of thrusters and weighing up of velocities and vectors also takes some getting used to, though luckily autopilots take some of the hassle out of all that. Also the fact that space is bright blue rather than black detracts from the atmosphere.

● **£39.99 (PC), £34.99 (AMIGA)**

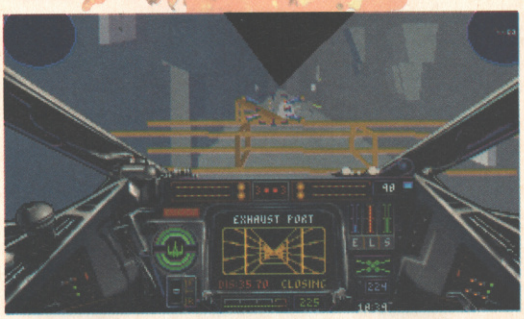
■ELITE ■NES ■BY KONAMI

David Braben and Ian Bell wrote Elite for the BBC Micro over ten years ago; and the latest machine it's appeared on is the NES. The idea is to hyperdrive through the galaxy, buying cargoes here, selling them at a higher price there, and lasering pirates and police ships in between. The 3D vector graphics are simple but atmospheric, and the space battles are exciting. The icon controls make things fiddly, but overall this is an excellent conversion.

● **£29.99**

BEST SPACE FLIGHT SIMULATOR

Although Sim City 2000 does get a higher score, we reckon this is still the best sim game, period. ▼



■X-WING ■PC ■BY LUCASARTS

This brilliant simulation gives you a chance to join the Rebel Alliance and fly sorties all over the galaxy in X-Wing, Y-Wing or A-Wing fighters. See page 111 'World Beater box'.

● **£39.99**

SUBMARINE WARFARE SIMULATIONS

Not the most widely-patronised simulator realm, but one with just as much potential as these others. Let's hope for a bit more underwater exploration antics in the near future.

■ 688 ATTACK SUB ■MEGA DRIVE, PC, AMIGA ■BY SEGA (MD) AND ELECTRONIC ARTS (PC, AMIGA)

A clever simulation in which you can captain either a US Navy 688 sub or a Soviet Alfa Class vessel into battle with enemy ships, subs and even land targets. The screen shows the bridge of your chosen sub and you can access charts, sonar displays, the periscope or, er, the driver's seat to check where you are, where you're going and what's happening in the sea around you. As in Subwar, there's an element of stealth involved in ensuring the water-tightness of your vessel, so 688 Attack Sub isn't the most action-packed, torpedoes-a-go-go game you could think of. It does have a realistic feel to it and lots of atmosphere, so if naval combat is your cup o' tea then this is worth tracking down, especially as it's quite cheap these days.

● **£19.99 (MD), £16.99 (PC, AMIGA)**

▲ *688 Attack Sub: this sim's so real it's advised you don't play if you suffer from claustrophobia*

▲ *Management simulation and combat in Davy Jones territory is SubWar's plot.*

SUBWAR 2050
PC
BY MICROPROSE

A futuristic minisub combat game in which you play a submerged mercenary guarding underwater mineral deposits and miners from greedy prospecting corporations. This isn't just a question of launching torpedoes willy-nilly, though – stealth is all important so you have to move quietly and hide in the ocean's different temperature layers. It's not action-packed, but Subwar 2050 has bags of atmosphere thanks to some stunning texture-mapped graphics.

● **£44.99**

REAL LIFE SIMULATIONS

Yes, if your day-to-day job is of the mundane variety, in these games you get the chance to take over the reigns of power and run your own city, world (or as we previewed last month, your own theme park).

How can you improve on a winning formula? By quite a lot if Sim City 2000 is anything to go by: 3D graphics; competition from neighbouring cities; pollution problems to name but a few of the new features. ▶

SIM CITY
AMIGA, PC, SNES
BY MAXIS/KIXX (AMIGA, PC) AND NINTENDO (SNES)

A very clever game in which you have to build a city from scratch, attract business and a populace, and try to keep all the inhabitants happy through years of expansion. This fore-runner to Sim City 2000 hasn't really dated much at all, and though the graphics are only 2D, it's still a very sophisticated simulation of running a society, with control of building, roads, housing, industry, power systems, public services, taxation... the lot. And if things start getting too settled down (as they do if you keep the city going for about 50 years) you can even call up a monster or a plane crash just to ruffle your folks' feathers.

Even after the release of the sequel this is well worth a shot, especially as all versions are to be found at budget prices

● **(£16.99 for the Amiga and PC games and about £19.99 for the SNES version).**

◀ *Sim City: it's up to you to build and run a city and keep the populace happy and content-*

SIM CITY 2000
PC, MAC
BY MAXIS

The sexy sequel to the above is even more sophisticated. For a start, there are the 3D graphics, but then there are things like water systems, competition with nearby cities and subtle, clever additions like the problems of pollution, taxes on things like gambling and the way that policy decisions you make can have repercussions twenty years later. Cut funding to education, for example, and in twenty years' time you'll have a city full of useless thickies who make hopeless employees for your commercial or industrial residents.

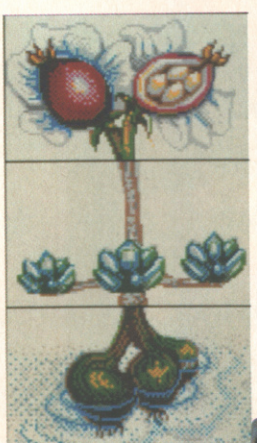
Even though it doesn't use texture-mapping or Gouraud shading, Sim City 200 requires a hefty PC, but if you've got the kit it'll provide months of play.

● **£39.99**

SIM LIFE
BY MINDSCAPE
AMIGA, PC,MAC

Here you start off with the beginning of life itself. Yes, you are left to make the big decisions on what lifeform is created. You can start from scratch or splice together existing wildlife, coming up with some wacky combos. Most of the action is on schematic displays and there is an abundance of data to assimilate.

● **£29.99, £34.99**



▲ *As you can see here, you can create any sort of mutant in Sim Life.*

WORLD BEATER

- X-WING
- PC
- BY LUCASARTS
- £39.99

Unlike Rebel Assault, this is a real simulator, giving you full control of your fighter, its weapons and power systems and then kicking you into hyperspace on one of 24 missions. You can be dogfighting with TIE Interceptors one minute, and torpedoing Imperial Frigates or being chased by pirates the next. The missions are well designed to put you and your ship through the wringer and each one demands a different tactical approach. Graphics and sounds are astounding, though you need a nippy PC to get the full effect. If you're a Star Wars fan this game is unmissable. How could it have been better? Maybe we'll find out when the sequel comes out in the summer.

RATINGS

GRAPHICS	SOUND	ACTION	REALISM/ ATMOSPHERE	OVERALL	
FLIGHT SIMS					
89	67	85	81	85	TFX
79	85	82	82	80	FLEET DEFENDER
84	77	59	89	83	FLIGHT SIMULATOR 5
92	89	81	82	84	STRIKE COMMANDER
80	77	82	85	82	F15 STRIKE EAGLE III
75	70	83	65	74	F15 STRIKE EAGLE II
70	66	70	75	70	MIG 29
70	72	84	64	74	F2 INTERCEPTOR
69	70	80	72	75	LHX ATTACK CHOPPER
85	80	80	82	84	GUNSHIP 2000
RACING SIMULATORS					
90	80	88	83	84	VIRTUA RACING
85	83	84	80	82	F1 EXHAUST HEAT
91	86	83	84	85	FORMULA ONE GRAND PRIX
94	85	79	89	88	INDY CAR
SPACE FLIGHT SIMULATORS					
77	50	70	85	76	FRONTIER
75	65	74	74	73	ELITE
91	90	90	87	89	X-WING
SUBMARINE WARFARE SIMULATORS					
59	73	66	77	70	688 ATTACK SUB
88	80	75	80	81	SUBWAR 2050
REAL LIFE SIMULATIONS					
85	80	N/A	80	86	SIM LIFE
79	80	N/A	89	93	SIM CITY
90	66	N/A	91	94	SIM CITY 2000

SEGA MAGAZINE

BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE

YOU MUST BUY THIS MAGAZINE!

Here at SEGA MAGAZINE we aren't usually in the habit of commanding the population to buy our magazine, but this issue is so incredible, we simply have no alternative. Why? Read on...

ECCO 2!

First of all, we have the exclusive rst-look at Ecco the Dolphin 2. Not bad eh? You can see the incredible new graphics, the ace 3D bit... everything! You won't see this anywhere else for *ages*.

FIRST FOR SATURN!

While other magazines are desperately attempting to get hold of one or two new Saturn screenshots, we supply our readers with an almost constant supply. This month we feature ve Saturn games - with over 150 SCREENSHOTS! Check out the 3D Shooting Game, thrill to the Action Game, wet yourself over Virtuas Racing and Fighter. Scream at how amazing Daytona looks. Everyone's gagging for this stuff, but only SEGA MAGAZINE can deliver.

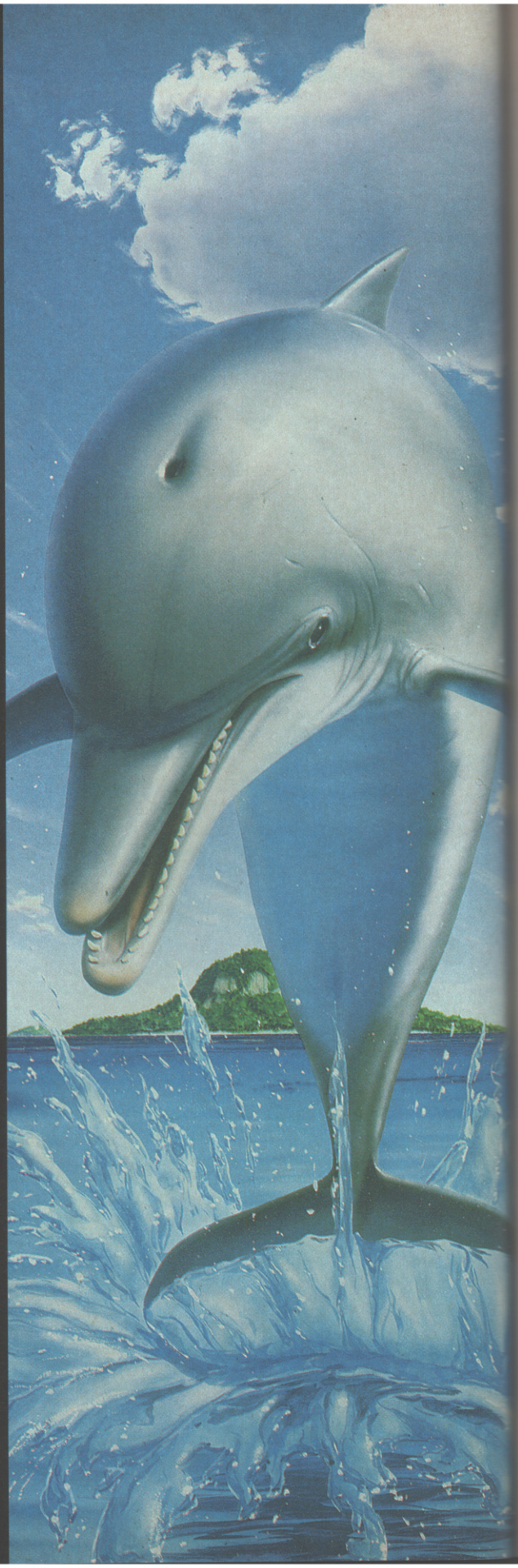
FIRST FOR MEGADRIVE 32 AS WELL

What does the machine look like? How will it connect to your Megadrive? We've got the exclusive, yet again. Will it never end?

SUPER STREET FIGHTER 2!

Capcom's latest Megadrive game is a colossal 40-meg! So you'd be expecting a pretty close conversion, right? SEGA MAGAZINE has loads of screenshots from Capcom of Japan.

SEGA MAGAZINE, ISSUE SEVEN.
OUT JUNE 15. PRICE £2.25.
THE ESSENTIAL SEGA MAG.



BIG EDS

The editors of Britain's most formidable games magazines tell you what to look out for on their specialised format...

SIMON BYRON EDITOR THE ONE

We all love a good fight and they don't c erm, 'gooder' than Renegade's Elfmania the most technically impressive game y likely to come across. Terramarque, t developer, has managed to do things w an A500 that you wouldn't believe — ar just as well, too! If anyone tells you Amiga can't handle animated backgrou layered parallax and huge, colourful s then tell them to bog off. Then show the Elfmania. (See the review on page 68)

DAVID UPCHURCH EDITOR PC GAMES

Some people aren't convinced that the PC future of games-playing. 'Oh sure,' they sa fine for playing heavy-duty stuff like fligh RPGs and wargames, but what if you like platform game or shoot-'em-up? You're s mate!' WRONG! Imminent PC releases like G Zool 2 and Renegade's The Chaos Engine pr anything a Super NES, Mega Drive or Amiga the PC can do far, far, better. And once the I processor becomes standard — and it wo be *that* long - even the much-hyped Sony PS-X will look pretty shabby...

TIM BOONE EDITOR NINTENDO MAGAZINE SYSTEM

Everybody is talking about Stunt Race FX a moment. Is it fast? Is it fun? Is it better than \ Racing? Well yes, yes and yes again! Having p the finished version of Nintendo's most excit new SNES game we can report that it meets expectations. Also the Super Game Boy is s make a massive difference to SNES and Game owners when it's released later this year. Meanw Nintendo is limbering up to give the console ind the biggest slap in the face its had in over a decade – 32-bit home VR. Wake up to Nintendo!

RICHARD LAEDBETTER EDITOR THE OFFICIAL SEGA MAGAZINE

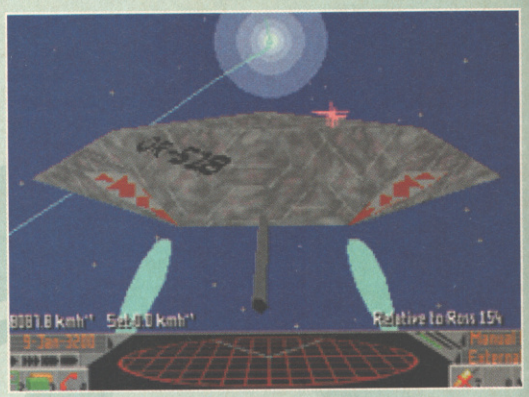
Everyone knows how fast-moving the world of video games is and Sega is setting the pace. The first few Saturn titles are shaping up to be awesome – I've seen them and they look amazing. What's more, Mega Drive owners aren't going to be left behind. In November, you'll be able to check out Mega Drive 32; bringing true arcade quality 32-bit titles to the 16-bit machine. I've specs - and I firr ieve that this ma the business! By of the year, you playing an arcad perfect version Virtua Racing Virtua Fighter... now that's something to look forward to.

PAUL RAND, EDITOR OF CVG

Another World on 3DO has kept me more than busy gameswise this month, although I was peeved that Interplay hadn't added more to the gameplay. If companies are going to convert console games to CD, then at least they should give people the opportunity of buying software that isn't exactly the same, bar a few graphic tweaks, than a game they could well have played on a lesser format a year or two ago. After all, it's not as though no-one bought Another World on SNES, Mega Drive, Amiga or PC is it!

HELP!

Roll up, roll up, laydees and gentlemen. Get your queries sorted here, no sweat. Lovely gaming problems sorted out monthly. By professionals. Bring us as many of your problems along and we'll sort them aaht. Guaranteed completely safe. No danger to small animals or the environment. Now do I have any takers?



BAD DAY AT BLACKROCK

I recently splashed out on a copy of Ultima Underworld II: Labyrinth of Worlds. It's a stunning game, but it's got me completely stumped. I'm sure I've explored everywhere in the castle, but I can't seem to find anywhere new to go. None of the other characters want to give me any clues, and I seem to be wandering around in circles. What am I supposed to do next?

Laurel Taylor, Basingstoke

Find the small blackrock gem which is knocking around in the lower levels of the castle basement. Take it to Nystul the magician who will energise it, then take it back down to the lowest level and use it on the large blackrock gem which is surrounded by water (it looks like the one in the picture on the game box). The gems should fuse together and one of the faces of the large blackrock should change colour. Now you can travel to a different world by walking into the large blackrock, on the side that's just been altered. When you find other small blackrock gems, repeat the process and other worlds open up.

FINANCIAL FRONTIER

I've been playing Frontier on my A1200 and I think it's ace, except that it's taking me ages to get any money together to buy a decent ship with some smart weapons. I've been wasting my time carrying little parcels around Formalhaut and Ross 154 for ages and I hardly seem to have made any progress. Where can I get some big wodges of cash without using that passenger cabin cheat (I haven't got enough money to actually buy a passenger cabin yet anyway!).

P Beaumains, Leicester

Frontier dilemma: to make money you need a bigger ship. To get a bigger ship you need to make money.

One of the best trade routes we've found for a starting-off Frontierperson like yourself, P, is one between Barnard's Star and Sol – not far away from where you are now. So get yourself over there and ferry luxury items from Sol to Barnard's Star, then pick up either computers or robots (whatever you can afford, but you can earn more profit on robots) and take them to Sol. Once you've docked in the Sol system always check the bulletin boards before you sell your wares, since there's sometimes someone willing to pay a very high price for computers or robots. That way you can make a killing quickly, so invest in a larger ship with more cargo space as soon as possible and watch your cash go through the roof. When you've made all the money you want you can trade your ship in for a trusty Cobra Mk III, fit it out with plenty of weapons and then take on loads of military missions to bump up your ratings.

SHORT TIPS

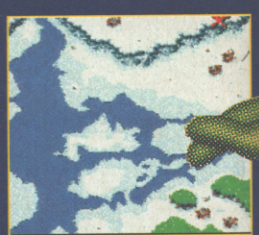
AMIGA

HIRED GUNS

You can make this game very easy with careful use of the fingers and the Amiga keyboard. When you're getting fed up with those non-opening doors, type APPLE GATE while the game is going and all the doors on the level will spring open. Even better, typing CHRISTINA lets you move to any area on the campaign map and allows you to select the same team member more than once for a team. And even better than THAT is the magic word AMIGA, which gives you the same map manipulation/team selection skills as above and also gives you infinite ammo and invulnerability. Sorry? We told you that last one last month? Well, we're just thinking of all the nice people who are reading this issue but couldn't get the last one before it sold out due to immense popularity. Hey! We care!

CANNON FODDER

Shh! Over 'ere! Fifty rocket launchers do yer? For that mission eight, phase three? No trouble, mate. Go to the bottom-right corner of the map where you should find a small bush. Actually, I suppose you'd call it an ornamental shrub, but no matter, because behind that bush/shrub/plant you'll find those 50 explosive beauties.



ZOOL 2

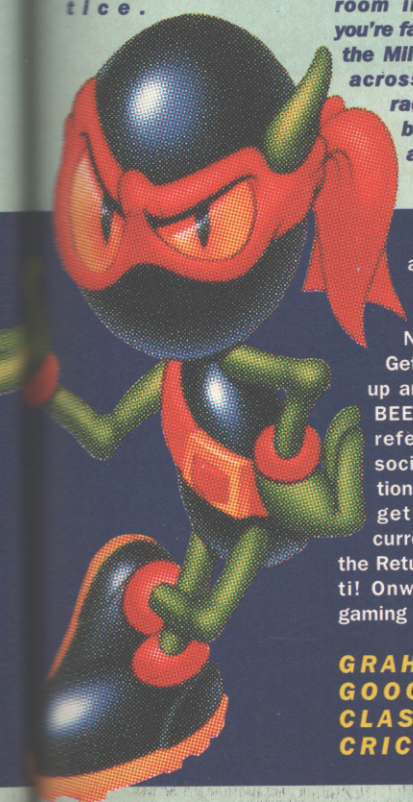
Tortured Zoolsters! An instant, one-keypress level-skip is just a few sentences of reading

ROTTEN FRIENDS

I'm the proud owner of Super Mario Kart – or at least I used to be. Now every time I have a Mario Kart tournament with my mates I lose every time, mainly because they just zip off at a thousand miles an hour at the start of the race, and it doesn't matter how hard I try I simply can't catch them. The sods. They won't tell me how to do this trick and until I can work it out I'm doomed to come last in every race. How do you do it?

George Lancey, Doncaster

The Turbo Start is a well-documented trick, but it takes a fair bit of practice.



DOOMSHAKALAKA

I've been playing the pants off the demo version of Doom and I've finished it umpteen times at all the different skill settings because it's just that good. I know that there are loads of hidden rooms in the game, but a friend of mine told me that there is actually a whole hidden level somewhere. Unfortunately he wouldn't tell me where it is (actually I suspect that he doesn't know himself) and I can't find it anywhere. Any ideas?

Roger Linnet, Colney Hatch

You can reach the Military Base from the Toxin Refinery. When you come out of the first room in the Refinery you're facing the route to the Military Base – it's across the pool of radioactive slime, but it's blocked by a drawbridge, which is the thing you can see with stone hexagons on it. Lowering that drawbridge is complicated and even we're not sure how you do it, but it involves going through a number of hard-to-reach secret rooms.

The easiest way to do it is by cheating (what else?). First type IDBEHOLD and press A for ALLMAP. Now hit TAB and you can see where all the secret rooms on the level are. If there are any you can't reach type IDSPISPOPD and you'll be able to walk through the walls – type the cheat again if you want to pick anything up. Once you've explored everywhere else, go back to the drawbridge. If it isn't down, just type in the cheat and run through it. After a few rooms you should find yourself in an exit chamber. Go through the secret passage on the opposite wall to collect a box of rockets, then come back and hit the button to enter the Military Base. Once you arrive you'll know why we told you to go back for rockets!

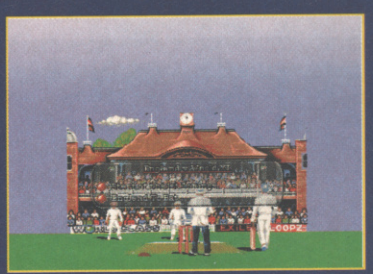
It's gratuitous violence at its best. And we know how to get to the hidden level. And for a small fee we'll tell you.

THE WRITE LINE

We live in the caring, sharing Nineties, so hey! If you've mapped out a level, found a secret part to a game or you've just got a common-or-garden hint or tip (and that doesn't mean we want advice on planting sprouts, OK?) send it in. And if it's any cop we'll print it and share it with the masses. Address your correspondence to CVG Help!, Priory Court,30-32 Farringdon Lane, London EC1R 3AU.

away. Are you ready for this? Here it comes! Next sentence! Get the title screen up and type BUMBLEBEE (perhaps some reference to Zool's social insect affiliations). Now when you get bored with the current level just hit the Return key and avanti! Onward to the next gaming district!

GRAHAM GOOCH WORLD CLASS CRICKET



Blimey, a decent cricket game, don't see many of these eh? When the ball is bowled, just hit it anywhere but don't run. When the nearest fielder picks up the ball, PAUSE the game before he throws it. Keep PAUSED for THREE seconds and then UNPAUSE. Now you can run as much as you want because the fielder is frozen. When you have got as many runs as you want, press ESCAPE to deactivate the freeze. Thanks to Jagdeep Mudhar from Essex for all three of those Amiga tips.

SUPERFROG

As this is likely to make a reappearance on budget quite soon here's a reminder of its cheats. For a start if you hit the F10 key while playing you'll become invincible. Also, if you type in IN while playing you'll be transported to the end of the level.

CD32 LIBERATION

Free information! Free information! All free today! And it's all thanks to this handy nugget of tippery. When you ask some-

HELP!

DODGY TELLY

I'm in trouble because our telly has recently gone funny and my dad says my Mega Drive is to blame. What's happened is there's a green patch at the bottom right-hand corner of the screen and it appears all the time, even when the Mega Drive is switched off. Is there anything I can do to fix it, or will I have to call in a repair man.?

H Caufield, Penzance

This business about games consoles wrecking televisions is absolute baloney (unless you've got one of those massive projection screen TVs) and it was only ever true for those ancient video tennis games that came out in the 1970s. So, H, your Mega Drive is probably not the cause of the problem. Your best bet is to check the right-hand side of your TV for things with magnets in them, hi-fi speakers or a video recorder for example, and try moving them to see if that makes any difference. It may take a couple of minutes, but if that's the cause, the screen should go back to normal. If it doesn't then you really have got a problem which only a TV engineer can fix, but it's still not your Mega Drive.

SMART SYSTEMS

My father wants to buy me a computer for my upcoming birthday, but he doesn't want to buy me a machine that I'll just play games on; oh no, he wants to get a machine which runs educational software as well as games (doh!). I suppose that rather rules out a console, but what about the 3DO? I've heard there's some educational software coming out for it, is this true and if there is will the titles be any good and will the discs be available in this country.

Lee Jenkins, Suffolk

Yes there is educational software coming out for the 3DO, but at best you'll only be able to find it on import from America. This means that they'll be packed full of American spellings, American-related questions and have nothing to do with this country's National Curriculum; so the titles will not be a great deal of use unless you're planning on moving to the Good Ole US of A. If I were you I'd knock that idea on the head and look at either an Amiga 1200 or a PC. The Amiga is by far the cheaper of the two and has loads of excellent games as well as some award-winning educational titles, which are produced in this country and are designed to follow the courses that are actually taught in schools. Likewise the PC is endowed with similar quality software, but for a reasonably powerful machine you are probably going to need to pay almost £1,000 more than an Amiga.

If you want a games machine that can also run educational software then you'll be needing an Amiga, or one of these... (Which for the uninitiated is a PC.)

SHORT TIPS

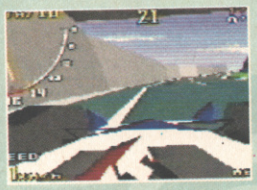
one a question and they tell you that the answer will cost you, go to the violence menu which gives you the option of threatening them or beating them up and so on. Rather than going for either of those two anti-social options, just tell them you'll have to think about paying them, and, miracle of miracles, they'll tell you anyway and it won't cost a bean.

ALFRED CHICKEN

Did you know there's a warp zone? Well there is and you can access it by doing the following: After entering the first door on level one go right until you reach the wall and jump as high as you can while holding right. You should get the JAM by going in the door. After that, go to the first spring on the left and jump as low as you can on to the two star bricks, then jump on the next platform and stand on the very left of it. Jump and shoot at your highest point, then you're in to the warp zone. Don't bother to change the music because this wastes valuable time. You need all the time you can get as a big saw will rise and eventually kill you.

MICROCOSM

Further to last month's invincibility cheat, here's another saucy little number that gives you mas-



Don't hold your breath if you're waiting for Virtua Racing on Mega-CD, 'cos it ain't gonna happen.

VR-OK?

I was in my local games shop the other day and I saw Virtua Racing running on a Mega Drive. Phwoar! Not bad! Is there any chance that Sega will release a version of Virtua for the Mega-CD (I've just bought one)? Surely with all the M-CD's extra graphics bits it should be able to handle the 3D just as well as the Sega Virtual Processor?

Robert Becker, Harlow

Sorry to have to say this but 'fraid not, Bob. The Mega-CD's graphics hardware is designed for completely different stuff, like expanding and flipping sprites, and not drawing vector graphics like those in Virtua Racing. That sort of thing requires major number-crunching, which is why the SVP is really a heavy-duty maths processor, not a dedicated graphics chip as you seem to suspect.

POODLE FANCIER

My favourite SNES game at the mo is Pilot Wings, but it's hard! I can't get past level four (it's the hang-gliding that always gets me) and I wondered if you would print the code for level five. Please. I'm going barmy.

Brian Stone, Toucester

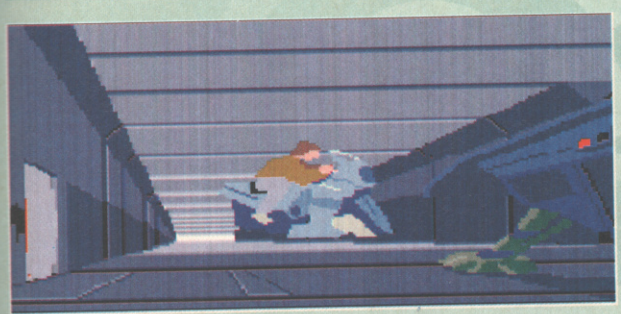
Shame on you Brian! Can't get past level four? What kind of gamesplayer are you? Perhaps you also own a poodle? Very well, here are the codes to level five and beyond:

LEVEL 5 - 400718
FIRST HELICOPTER MISSION - 108048
LEVEL 6 - 773224
LEVEL 7 - 165411
LEVEL 8 - 760357
FINAL MISSION - 882943

LEDGE-ABILITY

I recently bought the Mega Drive version of Flashback and I've played all the way through the first part of the game; and now I'm stuck right at the start of New Washington, where there's a lift that leads down to a recharge point, and a ledge which I can't manage to jump on to. I've been stuck here for weeks and it's driving me MAD! Have I missed something on the previous level or what?

Sab D'Epinay, Gloucester

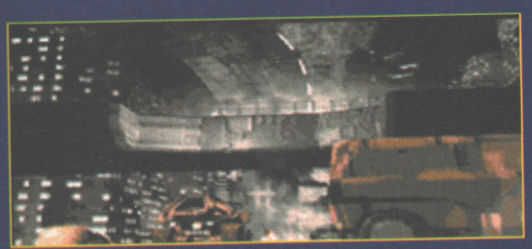


If you're having the same problem with Mega Drive Flashback that Sab from Gloucester is having, well then you'll find some relief to the right here.

What you're doing wrong, Sab, is you're trying to jump by pressing the button – a logical approach, we know, but what you should really do is just run from the left of the screen towards the platform, and instead of pressing jump, keep the run button held down and watch old Whatsisname jump automatically and grab the edge of the ledge. Now just pull him up and you've done it.

THE HELP! LINE

This is your magazine, so if you've got a tip or query about a game why not phone it in to the CVG! Help Line. It's open on Friday afternoons from 2pm until 6pm. All you've got to do is phone 071-972 6720 and leave your message. That's all there is to it so get cracking and remember there's a software prize on offer for any stupendously excellent or unique tips.



sive supplies of each weapon and will even let you zip to the end of the game if you really want to blow your gaming investment in the twinkling of an eye. Here it is: press green, blue, yellow, red, yellow, down, green, right, red and up during the flying sequence which follows the intro.

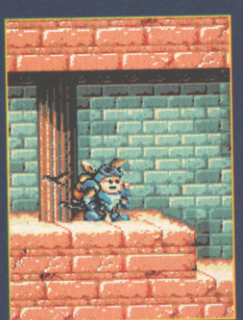
MEGA DRIVE

SONIC 3

Men E Points can be yours if only you can get to the alarm beacons in the Launch Base Zone. Just keep the Sonster zipping back and forth between the two klaxons, summoning up loads of badniks, then spiking them. Keep it up and you'll earn 10,000 points for each one spiked, which means that five spikings earns you one extra life!

ROCKET KNIGHT ADVENTURES

What a lovely game. And what a lovely level skip



cheat this is. With the title screen adorning your TV's frontispiece, press UP and LEFT ten times, then start the game. When your interest in the current level wanes, pause the

HELP!

SHORT TIPS

game and press C, B, B, A, C, B and watch Sparkster zip to the next level.

Also, if you find yourself needing a further challenge you can activate a Crazy Hard difficulty setting by resetting the Mega Drive, then when the Konami logo appears press LEFT, RIGHT, LEFT four times, RIGHT, LEFT four times again, then RIGHT seven times. Check the options screen and the new option is there.

ALADDIN

What was it those Swedish fans chanted at that Eurovision Song Contest of yesteryear? Ah yes, 'ABBA! ABBA!' And now here's your chance to take up the chant because if you own Aladdin, and are finding a particular stage just too blummin' tricky (it may be unlikely, but it could happen) just pause the game and press A, B, B, A, A, B, B, A.

Through the magic of video games, Aladdin will appear on the next level.

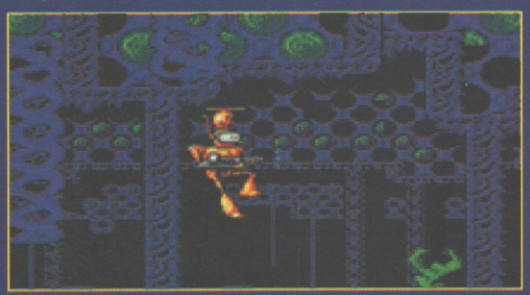
ROBOCOP VS THE TERMINATOR

The best thing about this game is all the luvverly

weapons you get to mess around with, and with the aid of this cheat you can mess around with them even further. Pause the game and press B, A, C, C, C, A, B, A, C, C, C, A, B (in that order) and listen out for the machine-gun sound effect which tells you the cheat's going. Now unpause and press A, B, C and UP to upgrade your current weapon.

BOB

If you want to make this game more interesting to play, as you undoubtedly do, switch on the Mega Drive, and when you see the FOLEY PRESENTS screen, hold down all the buttons on both joypads (not the D-buttons, though, obviously). Listen for the little sound effect which tells you the cheat is working, then start the game and you



should have a full supply of ammo and remotes as well as infinite lives.

GENERAL CHAOS

Here's a sneaky little tippette we've picked up on

the grapevine. First of all make sure you pick a team with a Chucker. Now, when playing the game, get the Chucker to chuck a grenade. Then while it's still in mid-air, PAUSE the game. Although both teams will be frozen the grenade will continue on its deathbound journey and take out one of the frozen enemy. Devious play or what?

PUGGSY

Can't say we're the biggest fans of this game but clearly there's plenty of you out there who are. So guess what we've done? Oh go on, don't be miserable.

That's right we've got a nice little cheat for you for this game. This code will give you unparalleled access to all the levels with 49 of them already completed:

600	276	107
304	315	463
035	756	536

GAME BOY

MORTAL KOMBAT

The very wonderful Luke Croll who bides in sunny Sheerness sent in this cheat which allegedly lets you play as Goro. When THE END appears after you've completed all the battles hold UP, LEFT, SELECT and A. Simply enter your initials as per usual, then boom-shanka! You can start the game in Goro's body. Isn't that just the best thing in the world?

STAR TREK: THE NEXT GENERATION

Jump ranks with ease, using these handy Codes of Ka'pla! (that's Klingon for 'Success', you know).

ENSIGN: Q
LIEUTENANT: BARCLAY
LT COMMANDER: TOMALAK
COMMANDER: RO LAREN
STARSHIP CAPTAIN: LOCUTUS

LAMBORGHINI AMERICAN-CHALLENGE

XTRAS

Time for those bits, bobs and thingamajigs that enliven your games machines

For a number of different effects try these codes:

4888FB9F3A8554000B6
4CA839F3A854827B00
4AC007F3A855478FCD
48AEAAF3A8550301098

Also, if you stop the second to last letter on F while entering a code and press SELECT, B and UP you'll be rewarded with a bigger wad of money than you could ever dream about.

TINY TOONS ADVENTURES 2

For a secret game press B and START on the title screen. And for a harder game press A and START on the TITLE SCREEN.

CASTLEVANIA 2

Ooh wah! Spooky stuff this Castlevania game but to give you a little more confidence have a game at the following cheat. This will take Vamp buster Simon Belfont to the meeting with Mr Pointy Teeth himself. Enter Ball, Heart, Candle, Heart.

SNES

NBA JAM

Kevin McElroy of sunny Paisley sent in a plethora of two cheats for this tasty little yumster of a game. Number one lets you rank first with a winning streak of 189 wins under the waistband of your jam shorts and all you gotta do is... look for the bare necessities, the simple bare necessities, forget about your... uh-oh. Ahem, what you really have to do is type in your name as KEV (repellent, it's true, but worth the trouble) then enter this code: 5BFHW35BALHHDL. If this doesn't work it might be because Kev's handwriting makes it difficult to tell whether that 'A' is meant to be an 'n', or whether the 'D' is actually an 'O'. So if it doesn't work first time those are the alternatives to use.

Anyway, number two is a trick which gives your defence an advantage when it comes to blocking attacks. At the 'Tonight's Match Up' screen tap X, A, B or Y five times, and on the fifth press hold down the button until the tip-off. If this has worked you get a blue shape appearing in the bottom left of the screen before the ball is tossed up.

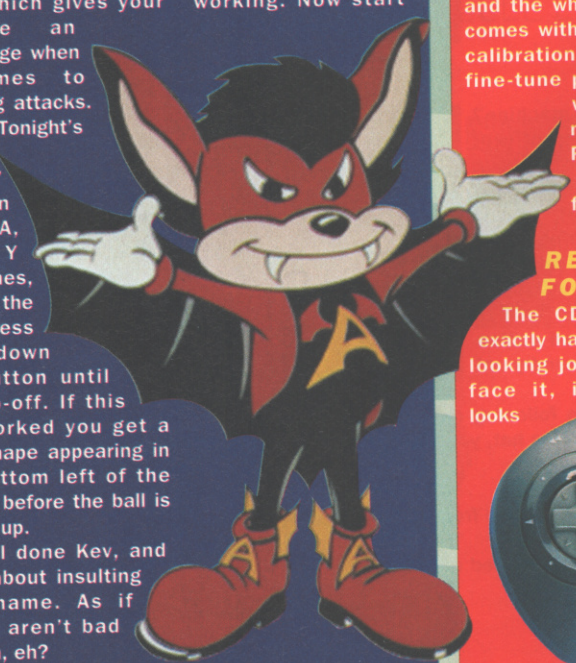
Well done Kev, and sorry about insulting your name. As if things aren't bad enough, eh?

ZOMBIES

Having trouble with Dr Tongue? When he turns into the spider move one of the kids into the bottom-left corner of the screen and keep firing diagonally. You still have to watch out for the diddy spiders, but when you're in the right position the Doc can't get you.

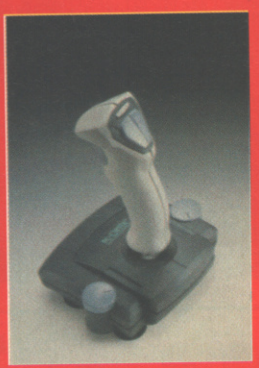
AERO THE ACROBAT

Try this level skip if you want to... er... skip levels. When the option screen confronts you press DOWN, A, DOWN, Y, DOWN, A, DOWN, Y. You should hear a sound to tell you the cheat is working. Now start



PC STICK

Spectravideo has just released its first controller to support Analog and Digital inputs on the PC. The PC OPTIX uses optical sensors, eliminating those annoying switch clicks and so ensuring precision tracking and long life. There are also four fire buttons, thrust, autofire controls and the whole package comes with MEGAZOOM calibration software to fine-tune performance with your machine. The PC OPTIX will cost £39.99 from dealers.



RELIEF FOR CD32

The CD32 doesn't exactly have the nicest looking joypad. Let's face it, it looks and feels crap. So it should be a relief to know that Competition Pro has launched a Mega Drive-type pad to replace it. Named the Super CD32 pad, it offers options for turbo fire, autofire and slow motion. Price? £14.99 from local dealers.

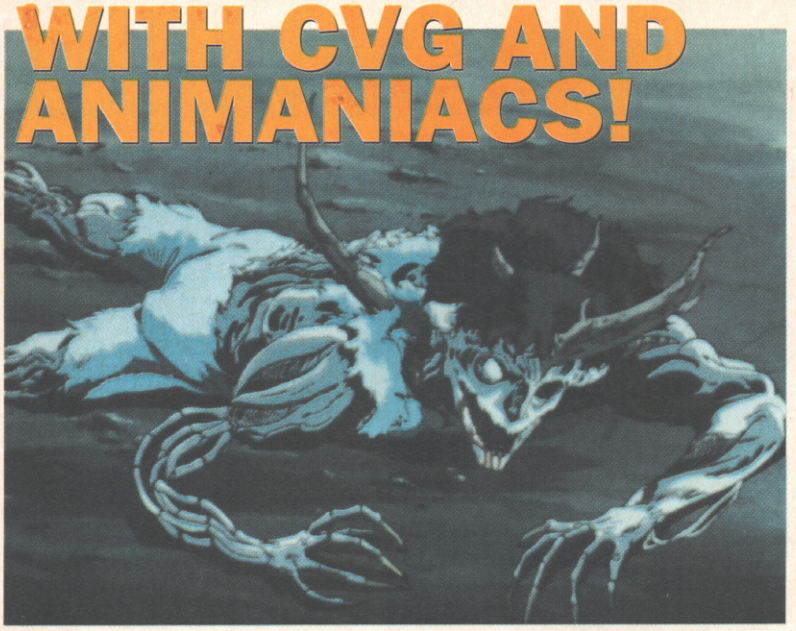
CD32 FOR A1200

Brian Fowler Computers is offering a £42 solution to those A1200 owners who'd like to play CD32 disc software. The pack consists of a lead and the software you need to connect your CD32 to an A1200. It's a very good idea, but be warned, its slower than a floppy disk in transfer times. Phone BFC on 0392 499755

LITE ENTERTAINMENT

Silica Systems is stocking the new Reelmagic Lite board which is a cut down version of its big brother. The soundcard option has been removed to enable a reduction in cost to just £292, which makes the option of MPEG games and movies much more attractive. Silica 081-309 1111.

WIN GREAT GUY GOODIES WITH CVG AND ANIMANIACS!



Jap animated videos are all the rage at the moment, and Animania is soon to make a big impression on the anime scene with its latest tape, Guy: Awakening of The Devil. To promote the release of this 18 certificated blockbuster on June 27th, Animania has teamed up with CVG to give away 10 goody bags containing limited edition jackets, cyberpunk shades and a whole host of other top items.

To enter, all you have to do is answer the following easy question:

Can you name an anime title that's also been made, or is in the process of being made, into a video game?

ANIMANIA
ANIMATION WITH ATTITUDE

Once you think you've got the answer, write in down on a postcard or the back of a sealed-down envelope, add your name, address and age and send it to:

GUY GOODIES A-GO-GO, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

WIN THE FUTURE OF FURNITURE!

3 Super Multimates to be won!

Stuck for somewhere to put your games machine? Balancing your equipment precariously on top of your bedroom cupboard? Well three lucky readers can soon wave goodbye to console organisation blues by winning themselves the latest in computer desks!

The Super Multimate is an ingenious new multi-option furniture system, which can be rebuilt in over 20 different configurations! It can take any type of equipment – and it doesn't stop there! You can balance old newspapers on it! Decorate it with used coffee cups! Even Mum can use it to store ironed laundry on! The list of uses is endless.

So how do you win one? Answer the following question, and if yours is one of the three correct answers pulled out of the hat, you get a table! Here's the question:

What is the name of the forthcoming 32-bit CD console from Sega?

Write your answer on a postcard or the back of a sealed envelope along with your name and address, and post it to:

TOPS FOR TABLES COMP, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

If you're not lucky enough to win and would like to find out more about the Super Multimate, you can contact the supplier, Diamik Consumer Products, by writing to Export House, Donisthorpe Street, Leeds LS10 1PL.

● EMPLOYEES OF EMAP AND THE PRIZE PROVIDERS, THEIR FAMILIES AND FRIENDS ARE NOT ALLOWED TO ENTER. THE EDITOR'S DECISION IS FINAL AND NO CORRESPONDENCE SHALL BE ENTERED INTO. THE CLOSING DATE FOR BOTH COMPETITIONS IS 15 JULY.

HELP!

SHORT TIPS

the game and as Aero falls from the sky, press START to pause the game, then hit UP, X, DOWN, B, LEFT, Y, RIGHT, A, L, R, SELECT. Off goes Aero to the next level!

MICKEY'S MAGICAL QUEST

Short of lives? Well, when you are on level 1-3 watch out for the secret passage in the beaver's lodge, reached by diving into the pool and swimming right. Therein lies a lovely 2-UP which makes things even easier.

JAGUAR

CYBERMORPH

Geoff Spick of sunny Derby sent in these tips for Cybermorph which, apparently Rik has had in his drawer for simply ages and keeps forgetting to print them. Honestly, he's such a git sometimes. He even ate a box of rotten strawberries out of a bin the other day.

So anyway, here they are: the locations of the bonus worlds and the level codes for those of you still having problems with the old hand-eye coordination.

THE BONUS WORLDS
Level one - OLOPE
Level two – METROPOL
Level three – PICO
Level four – OLYOTRIS
Level five – JENWELCH

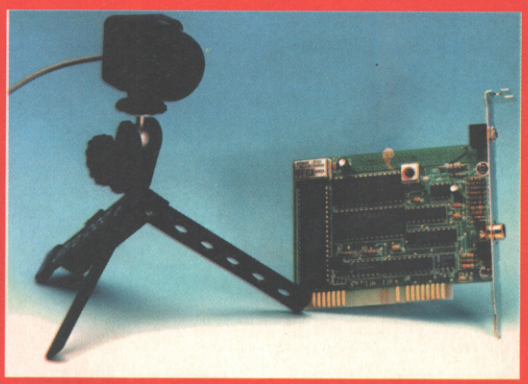
THE LEVEL CODES
Level two - 1328
Level three - 9325
Level four - 9226

SEGA MEGA-CD

SONIC CD

If you're the lucky owner of an enhanced, bigger and better Sonic CD then you'll be grateful og these level selects for the Sonic wonder. When looking at the title screen, press UP, DOWN, DOWN, LEFT, RIGHT then B. You'll hear a ringing noise and the screen will flash. You'll now have a stage select screen on the title screen. Note though, that you can only explore the stage selected.

XTRAS



YOU'VE BEEN FRAMED

Videowizard is a new frame grabbing system from VVL. It comes with Windows software and a miniature camera measuring only an amazing inch in size. The system costs around £280, which is rather expensive for a mono grabber but at least you can grab objects which aren't flat. The results are very good, but it needs plenty of light to work properly. VVL: 031-538 7003.

MASTER SEGA 2

Sega UK has created a new Master System adaptor to fit the new design Mega Drive. Apparently there's still a market for 8-bit games and the new design is certainly much more compact and appealing than the old UFO-type design. No prices confirmed as yet so call Sega on 071-373 3000 for information.

VIRTUALLY WITH US

As reported in issue 150, Forte is releasing a VR headset (VFX1) for 486 PCs. At £650 it's probably out of Joe Blogg's reach, but it's certainly a step in the right direction since the company has adapted the chart topping DOOM game to run on it. Other big developers have already expressed an interest in supporting the hardware. We'll see how it goes. Forte: 0101 716 427 8595.

TIME TO RACE

Our silly merchandise of the month award goes to the Game Watch Boy which apart from looking stupid has a Super Mario Race game built into it. You'd have to be very sad to wear it, but if you don't give a toss what other people think, you can have one for around £6 by mail order from Tommo Inc on 0101 213 680 8880.

BACK TO THE PAST

'They don't make 'em like they used to,' apparently... but Rik Skews has been compiling some evidence to the contrary...

Nostalgia stinks. Don't you hate it when your parents tell you music is nowhere as good as it used to be? And something similar is happening in the games industry at the moment; journalists and programmers believe the 'golden age of games' has passed, and now all we get is endless variations on the same themes.

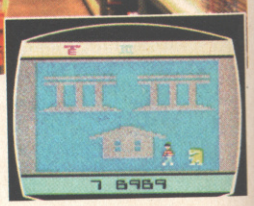
And who are we to argue? Unlike old albums or TV programmes once a game has passed its sell-by date it's gone forever. That's when nostalgia rears its head. Thing is, if you get a chance to look at something you loved a few years ago and haven't seen recently, chances are you'll be disappointed. Anyone who's watched the reruns of Doctor Who or Grange Hill will know what I mean.

That's the position I found myself in when I visited the Computer Cavern – a shop with a vast back catalogue of long-forgotten computer and video games.

Stocking copies of virtually every game ever released, once I started playing some old faves I was soon amazed at how dated some of them seemed. I'd forgotten how grim it is sitting around for five minutes waiting for a game to load, and hoping that it was going to work! Hurrah for hard drives and carts!

Something else touted by 'golden age' zealots is that games today don't offer the value they used to. Well, I completed Commando on the C64 in under five minutes. It might have been £10 but that's still a lot to pay for a day's gaming. I don't mind paying £50 for a game if it's going to last me years like NBA Jam or

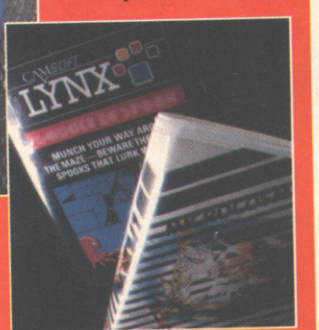
▲ *It's a never ending Christmas for Rik as he ploughs through thousands of old games gathering dust in the Computer Cavern.*



▲ *ET on the Atari VCS – probably the worst game ever. Atari manufactured millions of ET games and legend has it that they're now buried in a desert somewhere.*

Some REALLY crap old games! From left to right: Sammy the Sea Serpent, Paul Daniel's Magic Adventure (nice hair Paul), Jeffrey Archer's Not a Penny More, Not a Penny Less, Sea Horse Hide 'n' Seek, Seek and Find, Don't Buy This! (a collection of crap games) and Math Fun.

Computer firms should take note of what they call their products. Here's two previous failures with the titles Lynx and Microcosm!



● **THE COMPUTER CAVERN IS IN MARLOW.** YOU CAN FIND OUT MORE ABOUT THE AVAILABILITY OF OLD MACHINES AND SOFTWARE BY PHONING THEM ON **0628 891 101.**

▲ *Computer graveyard. The dreadful Sinclair QL and Commodore Plus 4 and a couple of MSXs. MSX was intended to be a global standard for computers but flopped.*

Sensible Soccer. And it's usually only the quality titles that prosper. At random I picked the Mega Drive chart from last month, the top five were: FIFA, PGA Euro Tour, NBA Jam, Sub-Terrania and Sonic 3. Admittedly all five of these game have been heavily hyped but they're all brilliant products too.

Old games were often offensive too, with many featuring sad storylines about maidens needing to be rescued. Combine this with sad covers like Maria Whittaker on the front of Barbarian and it's no wonder that to people outside the industry, gamesplayers were and probably still are thought of as anorak-wearing nerds.

The current controversy about violent games ignores the fact that violent games are nothing new. CRL's Jack the Ripper was an early game to feature an age rating long before Sega's Night Trap; and in the beat-'em-up Barbarian the finishing move involved the loser's head being chopped off before being kicked off-screen by a goblin! OK, so the graphics aren't as good or as graphic as in Mortal Kombat but the intention is the same.

One thing that hits you when you play this veteran software is how good the music used to be. A fierce and biting Rob Hubbard soundtrack or one of Martin Galway's tuneful numbers sounds better than ever. It seems incredible that seven years ago Rob Hubbard could get quality 20 minute soundtracks into 4K, when programmers today can't get half the results with over 1mb. Luckily with the advent of CD and CD games like Ecco and Chaos Engine things are changing.

And the argument that there's no originality in games? Well what may seem like 'another platform game' to older gamers could be the greatest thing ever to new gamesplayers. And anyway what about games like Theme Park, Doom, Mean Bean Machine and ideas like hidden moves?

Don't get me wrong, while I was at the Computer Cavern I saw numerous classic games that have stood the test of time well. I just wish that people would realise that there's plenty of great games around today that will be regarded as classics.

CONTROVERSIAL GAMES

Here are two games that the censors would be complaining about long before Sega's NightTrap or a Mortal Kombat death move came along. Barbarian was a violent game that had a well-dodgy decapitation scene and Sam Fox Strip Poker was about as PC as Bernard Manning.

CRAP LICENCES

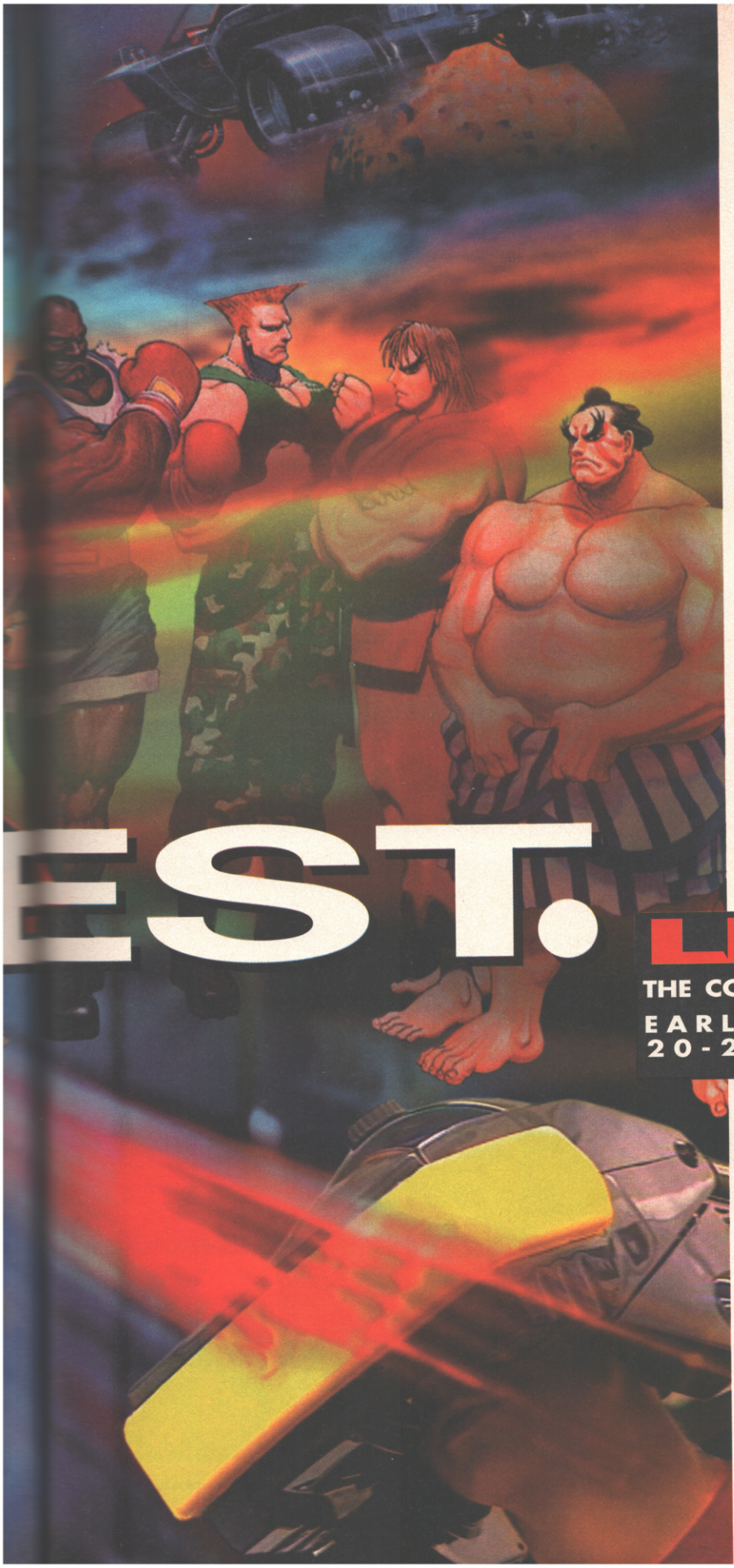
(Below) A View to a Kill was so bad there wasn't even any shots on the back of the box, while the only scary thing about Friday the 13th was the dreadful gameplay.

▼ *This is a shot from the original Streetfighter arcade machine. It was appalling compared to Streetfighter 2 because there was little gameplay, you simply had to hit pressure pads as hard as possible to beat opponents.*

▲ *Just to prove prolific advertising doesn't always work Computer Cavern has literally hundreds of unsold Turtles games that date from their 1990 heyday.*

● TYPICAL PRICES FOR OLD MACHINES: **C64 £50 (INCLUDES DATASETTE), SPECTRUM 48K £25 (£40 WITH TAPE RECORDER), AMSTRAD 464 £40 (£95 WITH MONITOR). SOFTWARE FROM 99P TO £9.99.** ALL HARDWARE COMES WITH A **THREE MONTH GUARANTEE**

GET YOUR FINGER ON THE PULSE
HOT. TE



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*The top journos from Mean Machines, Sega Magazine, Nintendo Magazine System, Computer and Video Games, PC Review, CU Amiga, The One Amiga and PC Games will all be there.

CHART ATTACK WITH

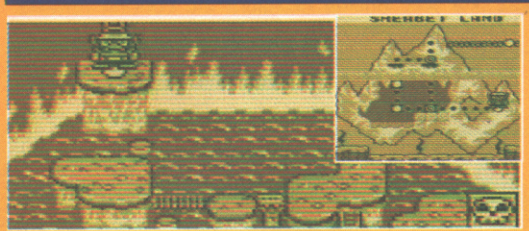
HMV
KNOW HMV · KNOW GAME

Marvel at the new releases, laugh at the saps who've put the rough games in the charts because they didn't read CVG's reviews, and see who's making the money with the most comprehensive games chart round-up anywhere...

KEY:
● = Non Mover
★ = New Entry
▲ = Move up
▼ = Move down

ALL FORMATS TOP 20

1 ★ WORLD CUP STRIKER
SNES
US Gold
The official game of the 1994 World Cup. Programmed by Brits, so it's guaranteed free of nasty Americanisms.



2 ★ WARIOLAND
Game Boy
Nintendo
The latest installment in the Maro series is a real corker, storming straight into the charts. Check out the review on page 97.

3 ● SIM CITY 2000
PC/MacIntosh
Maxis
Maxis' awesome city building sim holds steady, an impressive feat for a game out on just PC and Mac.

4 ★ CANNON FODDER
PC/Amiga
Virgin
It's another smash for the boys at Sensible Software as their total war sim invades the charts.

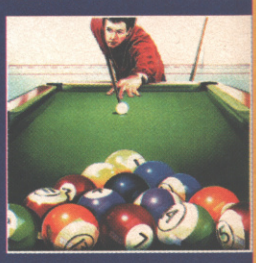
5 ▼ NBA JAM
MD/SNES/Game Gear
Acclaim
The best basketball game ever is still doing well months after its release, despite dropping three places.

6 ● FIFA INTERNATIONAL SOCCER
Mega Drive
Electronic Arts
The Mega Drive's best looking footy game is still doing well despite the football season being over.

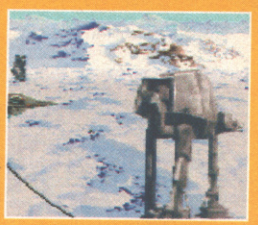
7 ▲ MANCHESTER UNITED PREMIER CHAMPS
Amiga
Krisalis
Being more than a little derivative of Seni's Soccer has done the offical Man Utd game no harm at all.

8 ▼ KIRBY'S PINBALL
Game Boy
Nintendo
He's pink, he's round and he's the star of one the best Game Boy games this year. Kirby's a real top notch cart.

9 ★ ARCADE POOL
Amiga
Team 17
The latest bit of pool to hit the Amiga thunders into the Top 10. Another hit for Team. 17.



10 ▼
DOOM
PC ID
Definitely one of our top games of all time slides down the chart this month, but it's still got a lot of life left in it.

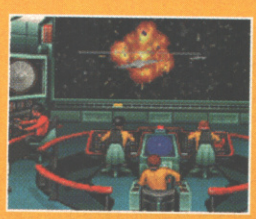


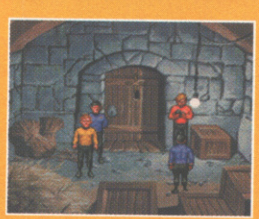
11 ▼
SUPER EMPIRE STRIKES BACK
SNES JVC
The force isn't with Luke as his latest appearence slides out of the Top 10.

12 ▼
ROCK 'N' ROLL RACING
SNES Ocean
Rock 'N' Roll Racing rolls down the charts this month, but it's still proved a good buy from Ocean.

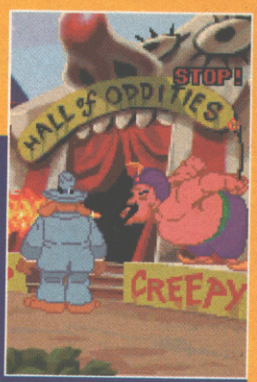
13 ★
CLAYFIGHTERS
SNES Ocean
Interplay's bizarre beat-'em-up breaks into the charts after being snapped up and released by Ocean.

14 ●
SKIDMARKS
AMIGA Acid
The title might not register on the humour scale, but this cracking race game is well worth a look in.



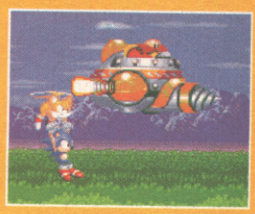


15 ●
STAR TREK: JUDGEMENT RITES
PC CD-ROM
Interplay
This month's top selling CD game features the voices of the original cast.



16 ●
SAM AND MAX HIT THE ROAD
PC CD-ROM
LucasArts
It's one of the funniest adventures this year and you can read more about it on page 96.

17 ●
SONIC 3
Mega Drive
Sega
Sonic just doesn't have the same staying power he used to as he and Tails languish at the bottom of the hot 20.



18 ▼
SENSIBLE SOCCER
Mega Drive/ SNES/Game Gear/ Game Boy
Sony
Sensi's taken a tumble in the box and dropped a whopping nine places.

19 ▼
GROUND ZERO TEXAS
MCD
Sony
Sony's alien invaders slide down the charts but it is still the only real Mega-CD seller this month.

20 ▼
ZELDA: LINK'S AWAKENING
GB
Nintendo
This is one of our most fave games this year, and it's nice to see it still kicking around the charts.

CHART ATTACK WITH HMV

KNOW HMV - KNOW GAME

MEGA DRIVE TOP 10

1. ● FIFA SOCCER Electronic Arts
2. ● PGA EUROPEAN TOUR Electronic Arts
3. ● SONIC 3 Sega
4. ▼ NBA JAM Acclaim
5. ★ MORTAL KOMBAT Acclaim
6. ● REN & STIMPY Sega
7. ● GROUND ZERO TEXAS (CD) Sony
8. ● SKITCHIN' Electronic Arts
9. ★ NHL HOCKEY '94 Electronic Arts
10. ★ CASTLEVANIA Konami

GAME BOY TOP 10

1. ★ WARIOLAND Nintendo
2. ▼ KIRBY'S PINBALL Nintendo
3. ● ZELDA: LINK'S AWAKENING Nintendo
4. ▼ KONAMI GOLF Konami
5. ● SUPER MARIOLAND 2 Nintendo
6. ● EMPIRE STRIKES BACK UBI Soft
7. ▼ SENSIBLE SOCCER Sony
8. ★ STAR WARS UBI Soft
9. ● ROAD RASH Ocean
10. ★ PINBALL DREAMS Gametek

PHILIPS CD-I TOP 10

1. ● STAR TREK IV (FILM) Philips/ Paramount
2. ▲ NATURE UNDER THREAT Philips
3. ● PATRIOT GAMES Philips/ Paramount
4. ★ JOY OF SEX Philips
5. ● BLACK RAIN Philips/ Paramount
6. ▼ TOP GUN Philips/ Paramount
7. ● VIDEO SPEEDWAY Philips
8. ● VOYEUR Philips/ Propaganda
9. ▼ SPACE ACE Philips/ Readysoft
10. ● ESCAPE FROM CYBER CITY Philips

MASTER SYSTEM TOP 5

1. ▲ MORTAL KOMBAT Acclaim
2. ▼ SONIC CHAOS Sega
3. ▲ DESERT STRIKE Electronic Arts
4. ★ BATMAN RETURNS Sega
5. ▲ SENSIBLE SOCCER Sony

NES TOP 5

1. ★ TETRIS 2 Nintendo
2. ▼ KIRBY'S DREAMLAND Nintendo
3. ▲ YOSHI'S COOKIE Nintendo
4. ▲ MICRO MACHINES Codemasters
5. ★ DAYS OF THUNDER Nintendo

SUPER NINTENDO TOP 10

1. ★ WORLD CUP STRIKER Elite
2. ● ROCK 'N' ROLL RACING Ocean
3. ★ CLAYFIGHTERS Ocean
4. ▼ NBA JAM Acclaim
5. ▼ EQUINOX Sony
6. ▲ SUPER EMPIRE STRIKES BACK JVC
8. ★ SUPER BOMBER MAN Sony
9. ★ POP 'N' TWINBEE Konami
10. ★ SIM CITY Nintendo

GAME GEAR TOP 10

1. ▲ NBA JAM Acclaim
2. ▲ MICRO MACHINES Codemasters
3. ▼ ALADDIN Sega
4. ● SENSIBLE SOCCER Sony
5. ● ROAD RASH US Gold
6. ● SONIC CHAOS Sega
7. ● DESERT STRIKE Sega
8. ▲ JUNGLE BOOK Sega
9. ● STAR WARS Sega
10. ▼ DR ROBOTNIK Sega

MEGA-CD TOP 10

1. ● GROUND ZERO TEXAS Sony
2. ▲ NHL HOCKEY '94 Electronic Arts
3. ▲ LETHAL ENFORCERS Konami
4. ● SONIC CD Sega
5. ● MICROCOSM Psygnosis
6. ▲ NIGHT TRAP Sega
7. ▼ WWF RAGE IN THE CAGE Acclaim
8. ● THUNDERHAWK Sega
9. ▼ SEWER SHARK Sega
10. ● SILPHEED Sega

AMIGA TOP 10

1. ▲ MAN UTD PREMIER CHAMPIONS Krisalis
2. ▼ BENEATH A STEEL SKY Virgin
3. ● SKIDMARKS Acid
4. ★ ARCADE POOL Team 17
5. ● FRONTIER: ELITE 2 Gamtek
6. ● PREMIER MANAGER 2 Gremlin
7. ● MORTAL KOMBAT Virgin
8. ▼ BRIAN THE LION Psygnosis
9. ● CANNON FODDER Virgin
10. ★ FRONTIER: ELITE 2 (CD32) Gamtek

MACINTOSH TOP 10

1. ▲ PETER GABRIEL EXPLORA (CD) Real World
2. ▼ SIM CITY 2000 Mindscape
3. ▲ IRON HELIX (CD) Microprose
4. ▼ SIERRA AWARD WINNERS Sierra
5. ★ CRYSTAL CALIBURN Star Play
6. ● EIGHT BALL DELUXE Softline
7. ▲ BEATLES: HARD DAYS NIGHT Quicktime
8. ▲ TORTOISE AND THE HAIR Broderbund
9. ▼ FLYING NIGHTMARES Domark
10. ● OH NO! MORE LEMMINGS Psygnosis

PC TOP 10

1. ★ CANNON FODDER Virgin
2. ● SIM CITY 2000 Maxis
3. ★ PACIFIC STRIKE Electronic Arts
4. ★ PREMIER MANAGER 2 Gremlin
5. ▼ DOOM ID
6. ★ F14 FLEET DEFENDER MicroProse
7. ★ FLIGHT SIM V5 MicroSoft
8. ★ UFO ENEMY UNKOWN MicroProse
9. ▼ SAM & MAX HIT THE ROAD (CD) LucasArts
10. ▼ STAR TREK: JUDGEMENT RITES (CD) Interplay

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● = Non Mover
★ = New Entry
▲ = Move up
▼ = Move down

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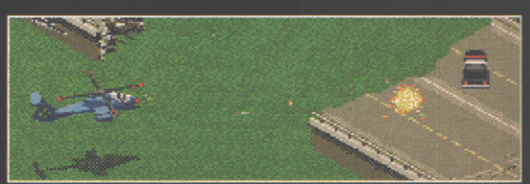

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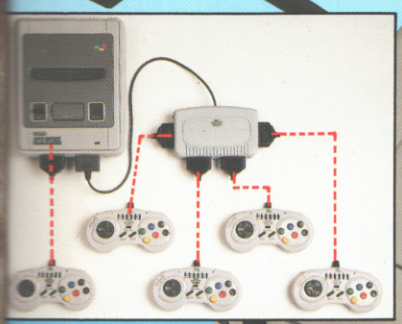

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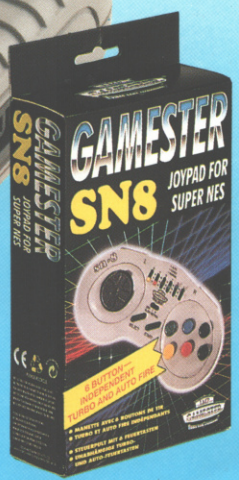

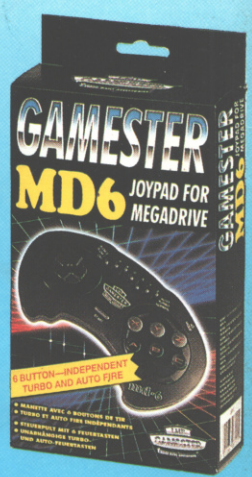

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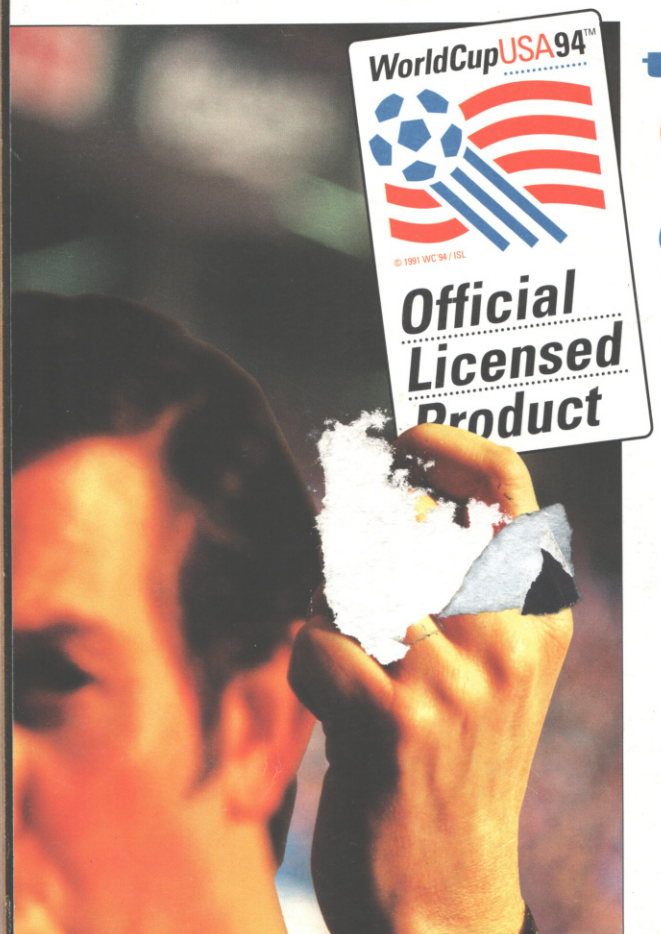

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